Privateer Press™

NO QUARTER MAGAZINE™

ISSUE N°-23
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YEAR OF THE GEAR

THE BIG ANNOUNCEMENT!

WARMACHINE® Mk II

MECHANIKAL MUSCLE
LABORJACKS OF THE IK

METAMORPHOSIS
HORDES RECENT BATTLES

MARCH 2009
8 75582 00616 6

AND EVEN MORE CONTENT FOR: HORDES IRON KINGDOMS™

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On the Cover

Thagrosh, the Messiah by Andrea Uderzo

Andrea Uderzo is a rising star in the game industry. He lives in Italy, where he works as a freelance illustrator, collaborating with several major game companies, including Privateer Press. Andrea loves to collect books on illustration and listen to movie soundtracks. View more of his artwork at http://andreauderzo.deviantart.com/gallery.

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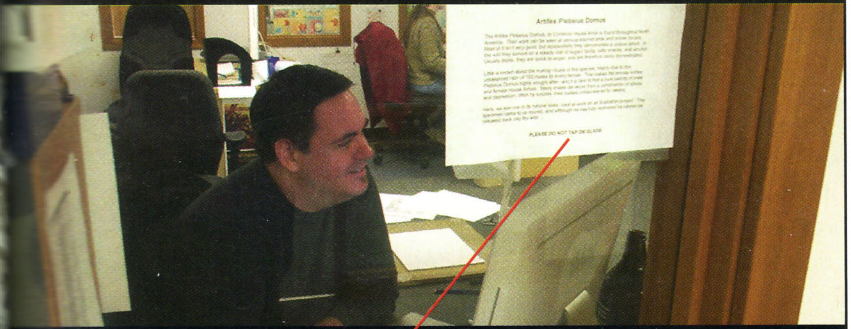

Artifex Plebeius Domus

The Artifex Plebeius Domus, or Common House Artist, is found throughout North America. Their work can be seen at various internet sites and online forums. Most of it isn't very good, but occasionally they demonstrate a unique talent. In the wild they survive on a steady diet of sugary foods, salty snacks, and alcohol. Usually docile, they are quick to anger, and are rarely domesticated.

Little is known about the mating rituals of this species, mainly due to the unbalanced ratio of 100 males to every female. This makes the female highly sought after and it is rare to find a pure pairing of male and female House Artists. Many males die alone from a combination of stress and depression, often by suicide, their bodies undiscovered for weeks.

Here, we see one in his natural state, hard at work on an illustration project. This specimen came to us injured, and although he has fully recovered, he cannot be released back into the wild.

DO NOT TAP ON GLASS

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No Quarter Magazine

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FIRE IN THE HOLE

The Big, BIG, BIG *Announcement*

Yep, the proverbial gobber is out of the bag. For a while now, the forums have been buzzing with chatter on two questions: **Will there be a new version of WARMACHINE? When???** We've had to bite our tongues and use fancy prestidigitation to keep it in lock down for all of this time.

To give you a view from the inside, playtest coordinator David "DC" Carl sat down with lead designer Jason Soles (see p. 10) to talk about what the process was like in the creation of this new version and give you a peek at how your favorite game is going to change and how it's going to stay the same. All I'll say is that the goal was to make the game better in all ways by streamlining play, fixing confusing or underperforming rules, and just plain making the game even more fun.

But wait, there's more! We here at Privateer Press pride ourselves on the interaction we have with you, our fans. We could have worked on the new version of WARMACHINE and released it without any feedback, but where's the fun in that? We realized the current incarnation of WARMACHINE was getting playtested every day in a hundred different ways. That's a lot of insight into what works and what doesn't. Thus, we're giving YOU the chance to take the new version out for a little spin before its release to do the fine tuning to take it to the bleeding edge of awesomeness. Check out the article and the FAQ at **privateerpress.com/warmachine2** to get the details on the Field Test rules and the method for providing feedback. That's right: YOU get to play a part in making the latest and greatest version of WARMACHINE yet!

See, we told you there would be some big stuff in store for the **Year of the Gear**!

Speaking of gears, they keep grinding away this issue with more mechanika and steamjack goodness. In "Mechanikal Muscle", read about the role of laborjacks in building the Iron Kingdoms and what these mechanikal helpers mean to the wartime economies of each faction. Stepping away from machine oil and furnaces with Sign and Sigil, look into the dark history regarding how humans of the Iron Kingdoms first learned to manipulate arcane magic. From these mysterious beginnings, the whole of the Iron Kingdoms came into being as it exists today, but for every benefit there is a curse, giving GMs plenty of material to draw from in their IK campaigns.

On top of everything else, HORDES players rejoice, because *HORDES: Metamorphosis* is out this month, bringing insanely cool warbeasts and warlocks to add to your collection. We've been providing previews for many issues now, but there's still plenty of material that you haven't seen yet that is sure to make your games bigger and more badass than ever. To help get yourself started, we've included Simon Berman's Recent Battles, showing some of the conflicts that were not covered in *Metamorphosis*.

So there it is. One gigantic announcement out into the world and a huge weight off our minds. But there's still plenty of work to be done! We'll be taking all your WARMACHINE feedback and setting our rules gobbers on task to make the final adjustments with gigantic wrenches and enormous rivets, the way it should be done. So what are you waiting for? Go get your own Field Test rules and coal up your warjacks, because it's time to make a new WARMACHINE!

As always,

Play Like You've Got a Pair!

Eric Cagle

—Editor-In-Chief

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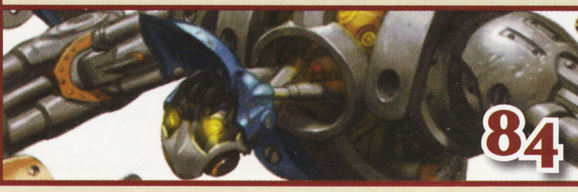


BOSUN'S CALL

LETTERS

ASK PROFESSOR PENDRAKE!

Have you ever had a question about the exotic flora and fauna of the Iron Kingdoms? Now you can ask the expert himself, Professor Viktor Pendrake. Look for more "Ask Professor Pendrake" Q&As in upcoming issues of No Quarter magazine.

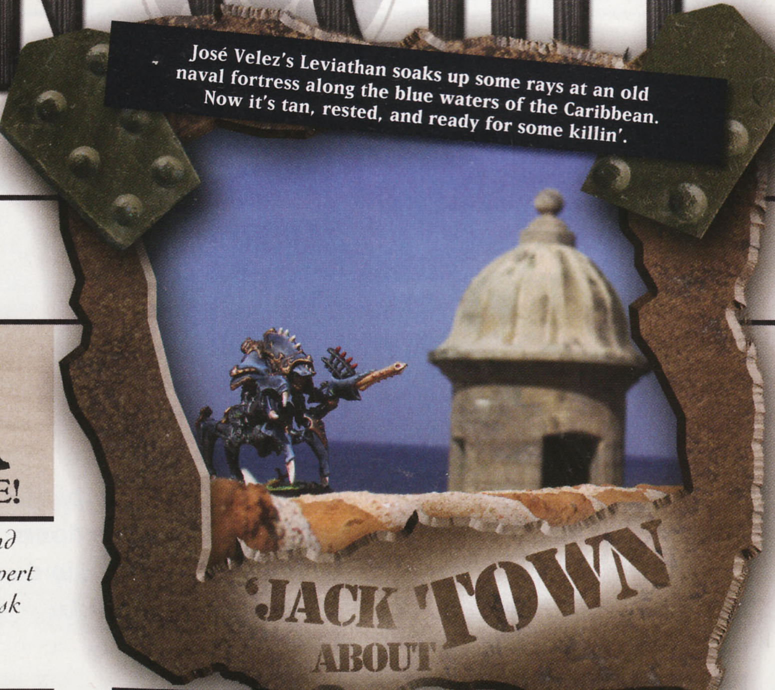
Q: How can it be that a deep desert-dwelling people such as the Skorne have relatively light skin pigmentation? During your horrible incarceration did you find they simply lack any ability to tan, or is it something more sinister? I need to know for...research.

A: This is indeed an interesting observation. Any individuals who have spent considerable time beneath the sun in the outdoors will find their skin does darken over time, while those fairest of flesh are generally the quickest burned. The exact specifics of this process have never been studied to any great degree, to my knowledge, likely passed over by the more dramatic shifts in skin hue for the purpose of camouflage we observe in gobbers, bogrin, and creatures like the bog trogs.

As you point out, the skorne seem possessed of a general pallor despite considerable time in such sunny and hot climes. I have observed some variation in skin tone among them, although less than we see across the breadth of humanity. Skin tone in the skorne does not appear to be related to exposure to the sun. I must presume that whatever process our own skin undergoes in darkening itself to prevent damage from burns is not necessary in skorne physiology. Their skin may simply be naturally more resistant to burns from exposure to intense light. Certainly in other ways they have proven to be a resilient and hardy people able to endure pain and injury that would leave you or I incapacitated.

I certainly felt no such immunity myself during my travels. I suffered severe skin burns on several occasions after extended time exploring the Blasted Desert, the Mokkar, and the Trembling Wastes. My skin was so darkened, burned, and abused after that voyage that my students hardly recognized me on my return. It required several long weeks safely isolated in the halls of academia before my skin returned to its customary pallor.

Have a question for the Professor? Post in the No Quarter section at: www. privateerpressforums.com



José Velez's Leviathan soaks up some rays at an old naval fortress along the blue waters of the Caribbean. Now it's tan, rested, and ready for some killin'.

Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

Privateer Press
Attn: Monsterpocalypse
13434 NE 16th St
Bellevue, WA 98005

It's not everyday that we get envelopes covered with PEW PEW! lasers and giant monsters. Thanks, Stu!

NEWS FROM THE FRONT

News From the Front brings you recaps and advance information about WARMACHINE and HORDES related events from around the world. Is there a cool event taking place in your area? Tell us about it at: *submissions@privateerpress.com.*

FOODMACHINE 2008

In the fall and winter of 2008, WARMACHINE and HORDES players across the world participated in the third annual Foodmachine competition, a charity mixed-format food drive for their local food banks. Despite a declining economy, Privateer Press fans came out not only to throw dice and push metal around, but to also aid their fellow man. This generosity is especially significant as the need for supplies at food banks and emergency kitchens across the US is increasing rapidly. In fact, hunger is an issue that **1 in 8** Americans face every year.*

Venues across the world united to raise 10,127 canned food items for those less fortunate. Despite fierce competition, one venue managed to stand above all the others: the 11 players of New Jersey's Somerville Ogrun Bokurs—or the SOBs, as they liked to be called—raised over 4,000 canned food items. Tournament organizer Michael Stubbs ran a fantastic event and was able to split the incredible donations among *six* food banks in the New Jersey area. The event was won by Alex Leong using a Goreshade the Cursed list. Alex was also their largest donor, with 1,300 canned food items. So how were the SOBs so successful? Not only did they work on raising canned food items individually, but they collected donations from their community and even got the local grocery stores involved providing canned food items at a reduced cost to participants. Impressive strategy!

Congratulations to the Somerville Ogrun Bokurs for setting the bar so high this year. They received the traveling Foodmachine trophy along with some special prizes from Privateer Press and bragging rights for the whole next year. You'd better start planning now for next year's event if you're going to meet that kind of challenge!

The Harvest Thralls would like to send out an enormous thank you to everyone for their donations this year. We've had a successful third year and look forward to 2009.

CANS OF FOOD DONATED:

10,127!

*** Surprised? Most people are. This information on hunger is from Feeding America (formerly Second Harvest), which has a network of over 200 food banks nationwide, using statistics from the US Department of Agriculture. For more info, see: www.feedingamerica.org**

DIECON 9

The St. Louis Riverdogs are proud to host their second annual Privateer Weekend at Diecon 9 June 5–7 in Collinsville, Illinois. Privateer Weekend was an enormous success last year, and this year will see even more cortex-blowing, spine-crushing action. Featured events include three Steamroller competitions, an ongoing Eternal War, an Iron Kingdoms trivia challenge with Capt. Saultydog, a 1,000-point escalating tournament, and—the main feature of the weekend—an official Hardcore tournament on June 6th. If that's not enough, the Terrasaurs will also be rampaging through the Midwest with a *Monsterpocalypse* tournament each day and a featured two-monster tournament on Sunday, June 7th. Prizes during the weekend will include official hardcore medals, painted miniatures, gift certificates, and old faction coins for two of the Steamroller competitions. For more information, check out **www.diecon.com** or **www.gamestlouis.com**.

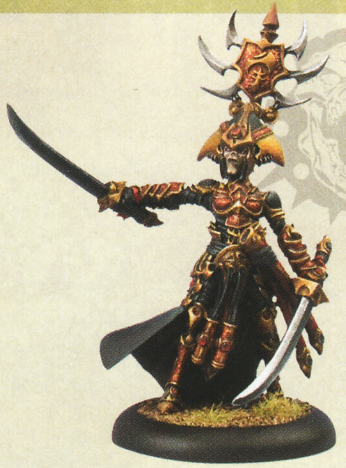
NEW RELEASES

MARCH 2009

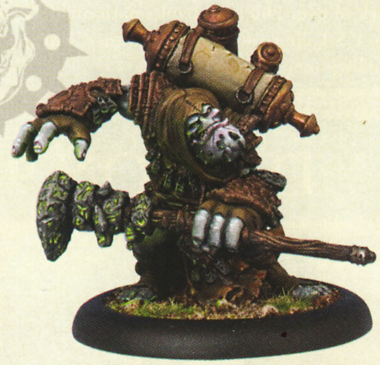
SKORNE EPIC WARLOCK
SUPREME ARCHDOMINA MAKEDA

Makeda has risen in the skorne people's hour of need as a peerless leader whose vision of their mutual destiny has inspired her soldiers to ever greater efforts. Makeda has vowed to impose order and forge the seeds of a new nation. Solidarity will be the key to rising from the ashes and leading an empire which spans the continent. Any who defy her conviction will fall to the wayside or feel her boots trampling them underfoot.

SCULPTOR: WERNER KLOCKE **PIP 74035 • $14.99**



MARCH 2009



TROLLBLOOD EPIC WARLOCK
HOARLUK DOOMSHAPER, RAGE OF DHUNIA

Hoarluk Doomshaper has remained focused on the fundamental connection between all trolls. He has merged his mind with the most violent and powerful of these creatures and thereby tapped into reserves no shaman has ever known. Not only has he unlocked unimagined regenerative powers, he has gained insight into the primal nature that binds warbeast to warlock and can employ this lore against his enemies.

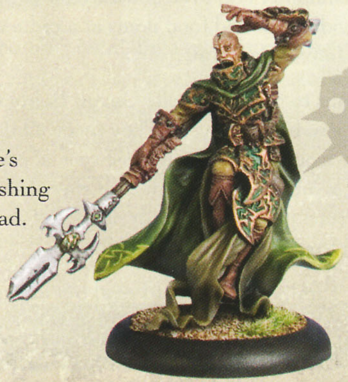
SCULPTOR: JOSE ROIG
PIP 71034 • $17.99

MARCH 2009

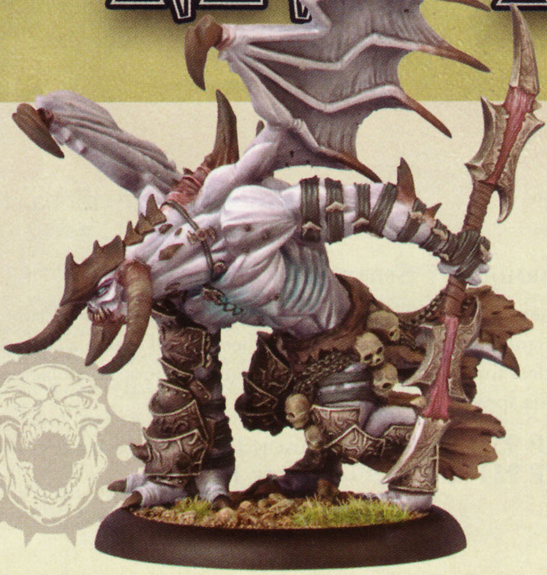
CIRCLE ORBOROS EPIC WARLOCK
KRUEGER THE STORMLORD

Krueger knows that greatness comes not as a reward for humility or silent dedication. He will rattle the Circle Orboros like a creaky house caught in a storm. He promises to return the Circle to its primordial roots, where the weak make way for the strong and druids are free to drink deeply of nature's unchecked power. He brings lightning and storm, blood and battle, the crashing power of the earth, and the chance to make Caen tremble beneath their tread.

SCULPTOR: STEFAN NIEHUES
PIP 72033 • $14.99



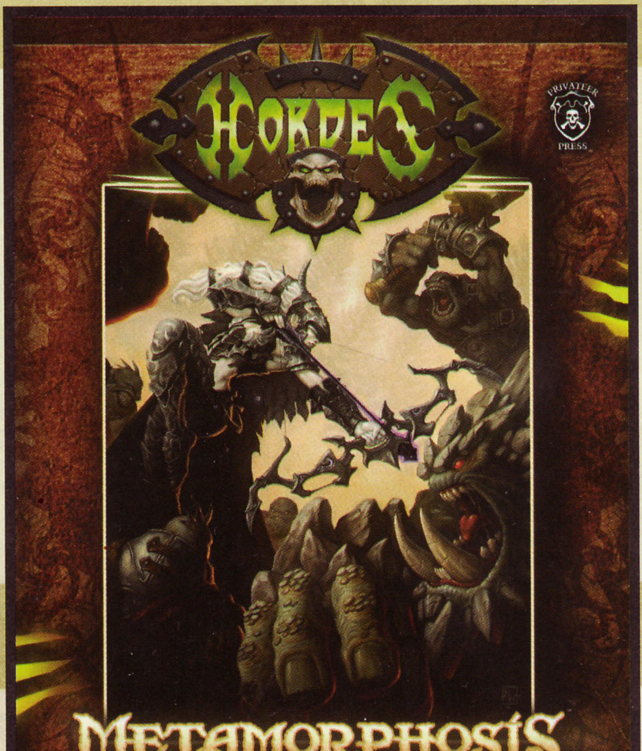
NEW RELEASES



LEGION OF EVERBLIGHT EPIC WARLOCK THAGROSH THE MESSIAH

Thagrosh is no longer ogrun. He has become Everblight's true avatar. It is as thought the dragon lurks just behind the top layer of his thoughts, a vast alien presence looking through his eyes and speaking with his tongue. Similarly, the draconic temper increasingly dominates Thagrosh's mood. This fury is a brand of searing iron which ignites the pure dragon blood pumping through his veins, pushing him to crush and humiliate each foe he faces.

SCULPTOR: JEFF GRACE
PIP 73033 • $44.99



HORDES: METAMORPHOSIS

ADAPT & ANNIHILATE! Change of an epic scale is sweeping the land. Makeda leads the Army of the Western Reaches to the Abyssal Fortress. Thagrosh undergoes a terrifying transformation as the power of Everblight increases. Krueger pursues a path of glory and stirs an ancient enmity. Madrak struggles with the curse of Rathrok even as he relies on the axe's strength to defend his people. And above all, the dragon threat grows ever stronger. *HORDES: Metamorphosis* is the second expansion for the award-winning miniatures battle game set in the untamed lands of the Iron Kingdoms.

PIP 1017 • $34.99 (SOFTCOVER)
PIP 1018 • $44.99 (HARDCOVER)

NEW RELEASES

APRIL 2009

FORMULA P3
BLACK PRIMER
WHITE PRIMER

Formula P3 Spray Primer

When used on metal and plastic models, Formula P3 Primer is designed to provide maximum adhesion and create a surface that is ideal for painting. Each can contains 12 ounces of black or white spray primer.

PIP 93111 • $9.99 (Black Primer)
PIP 93112 • $9.99 (White Primer)

APRIL 2009

MONSTERPOCALYPSE
COLLECTIBLE MINIATURES GAME
I CHOMP NY
SERIES 2: MONSTERS & STRUCTURES
SERIES 2: UNIT BOOSTER
PIP 50009
PIP 50010

APRIL 2009

Monsterpocalypse: I Chomp NY

Monster mayhem takes Manhattan! In this newest series of the bestselling *Monsterpocalypse* collectible miniatures game the monsters of *Monsterpocalypse* have landed square in Central Park and are looking to take a colossal bite out of the Big Apple!

The *I Chomp NY* set will expand each of the six factions—G.U.A.R.D., Terrasaurs, Lords of Cthul, Planet Eaters, Martian Menace, and Shadow Sun Syndicate—with two new monsters and six new units. Some of these figures will have new abilities that will expand play strategy when teamed with the *Series 1: Rise* figures. Four new buildings will also be introduced, including three monuments based on famous New York landmarks. The set will be sold in Monster / Structure Boosters and Unit Boosters only.

The *I Chomp NY* Monster / Structure Booster (PIP 50009) contains: 1 new ability reference card, 1 random alpha-form monster and 1 corresponding Hyper form monster OR 1 random unique monument building and 1 Insurance Company HQ.

The *I Chomp NY* Unit Booster (PIP 50010) contains: 5 random units (1 rare, 2 uncommons, 2 commons).

PIP 50009 • $12.99 (Monster / Structure Booster)
PIP 50010 • $9.99 (Unit Booster)

NEW RELEASES

TROLLBLOOD MULG THE ANCIENT CHARACTER DIRE TROLL HEAVY WARBEAST

As reputedly the most ancient and ferocious dire troll ever to walk Caen, Mulg has become increasingly dangerous and tenacious over the centuries. Envious of trollkin sigils of power, he ordered runes carved into the stony flesh of his back depicting his many great deeds and ancient history. Mulg can focus his inhuman rage into these runes to stifle the power of enemy beasts.

SCULPTOR: JASON HENDRICKS
PIP 71033 • $59.99

CIRCLE ORBOROS STONEWARD & WOLDSTALKERS

The druids have been animating even greater quantities of inert materials to create legions made of earth and stone. Woldstalkers are fast and efficient floating killers led in battle by the mental commands of the Stoneward who created them. Guided by his mental commands and protected by his druidic enhancements, these constructs unleash formidable blasts of concentrated energy.

SCULPTOR: EDGAR RAMOS AND JEFF WILHELM • PIP 72041 • $24.99

LEGION OF EVERBLIGHT BLIGHTED SWORDSMEN ABBOT & CHAMPION UNIT ATTACHMENT

The hollowness of blighted swordsmen aligned naturally with the meditative discipline of sword mastery, allowing them to evade horror by concentrating solely on their skill. Those who embraced this new philosophy, the abbots, kill as a form of meditation and are the greatest blade masters of their race. The champions are their best students.

SCULPTOR: TODD HARRIS
PIP 73043 • $14.99

WARMACHINE Mk II

BIGGER, BETTER, FASTER!

THE DEVELOPERS TALK ABOUT WARMACHINE MK II

By **David "DC" Carl and Jason Soles** · **Art by Andrea Uderzo and Chris Walton**

WARMACHINE Mk II is coming! This new edition of WARMACHINE takes combat in the Iron Kingdoms to the next level with updated and streamlined rules to bring you the best tabletop war-gaming experience possible.

If you have not already done so, please check out the Frequently Asked Questions document online at privateerpress.com/warmachine2. That document provides a great deal of information on what WARMACHINE Mk II will mean for players.

This article will give a much broader view of the upcoming field test and provide details about the way in which the final WARMACHINE Mk II rules are released to the public.

PUBLIC FIELD TEST

The public field test will be the first opportunity for players to dig into the full WARMACHINE Mk II rules. It turns the discussions and speculation into concrete, ready-to-play WARMACHINE goodness. The field test materials will include every model from *Prime, Escalation, Apotheosis, Superiority, Legends,* and *Forces of WARMACHINE: Pirates of the Broken Coast*.

This field test will take place throughout the month of April, and players are strongly encouraged to provide their feedback online. This feedback will be used to clean up any lingering confusion in the rules, catch last-minute typos, and even make slight model tweaks before the rules go to press. Please note, however, that "field testing" is not the same as "playtesting." The WARMACHINE Mk II game rules and model rules have been in development for nearly a year already, and this is not an opportunity for players to try their hand at remaking WARMACHINE in their own image—we've already taken six years of player feedback into account. The field test is the final step in bringing a rules set to market that is as clear and complete as possible.

Players can find the registration information for the WARMACHINE Mk II field test at **privateerpress.com/warmachine2**. Please sign up and use this tool to help us make this game release the best it possibly can be.

RELEASE SCHEDULE

WARMACHINE: Prime Mk II will be released in January 2010. Not only will this book present brand-new rules for the second edition of WARMACHINE and bring players up-to-date on the *Prime* Cygnar, Protectorate, Khador, Cryx, and Mercenary models, but it also introduces an all-new warjack for each. January will also feature the brand-new WARMACHINE Mk II faction decks to provide players with the stat cards needed to update their models to the new rules.

After *Prime Mk II*, each month will bring a new faction Force Book. These books are not necessary to start playing WARMACHINE Mk II, but they compile years of faction models featured in books other than *Prime* into a single reference updated to the new system as well as bringing players a few new models/units including a new warcaster for each faction. Future expansions will continue with the standard format to which players have become accustomed: new releases for all factions in a single tome.

And if that's not exciting enough, the release order for these Force Books will not be determined by the typical order of the factions in books *or* by the staff of Privateer Press. Instead, the *players* will decide! More than bragging rights will be on the line for the Summer Rampage 2009: it will be an unprecedented contest between the factions of WARMACHINE as well as the factions of HORDES to determine the order in which the faction Force Books will be released. Keep your eyes on *No Quarter Magazine* for additional information on Summer Rampage 2009 and on how players will determine the release order of Privateer's 2010 publications!

PRIVATEERPRESS.COM/WARMACHINE2

INTERVIEW WITH JASON SOLES, LEAD DEVELOPER OF WARMACHINE

For the full story behind WARMACHINE Mk II, *No Quarter Magazine* asked lead developer Jason Soles some questions about the origin and the results of this new edition.

***NQM:* What motivated the change to a new edition of WARMACHINE?**

JS: The stars had aligned, the hour was nigh, and, well, you learn a lot after six years of developing a game. We initially developed WARMACHINE in a dark age before the forums, organized play, or HORDES. We have always said that a new model receives more playtesting in a single day than we could hope to give it in a year of development. So after six books, literally hundreds of models, and an incredible amount of feedback from our players, we decided that WARMACHINE was due an overhaul. We had no intention of redesigning the wheel, but we wanted to streamline it a little to provide the best possible play experience to our players.

We have been waiting for this moment for years and with the first WARMACHINE cycle coming to a close in the pages of *Legends*, it seems proper that the next major release is WARMACHINE Mk II. We are ready! Our players are ready! It is an idea whose time has come!

***NQM:* Beyond what was released in the online WARMACHINE Mk II FAQ, what are the big changes for WARMACHINE MK II?**

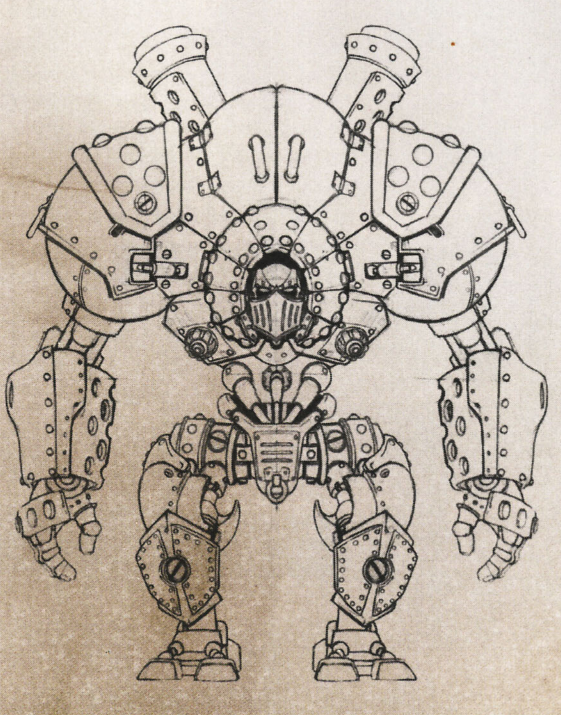
JS: I will try to answer this without a copy of the FAQ in front on me, as it is three days before Christmas and a massive snowstorm leaves me typing this from home at 2 a.m.

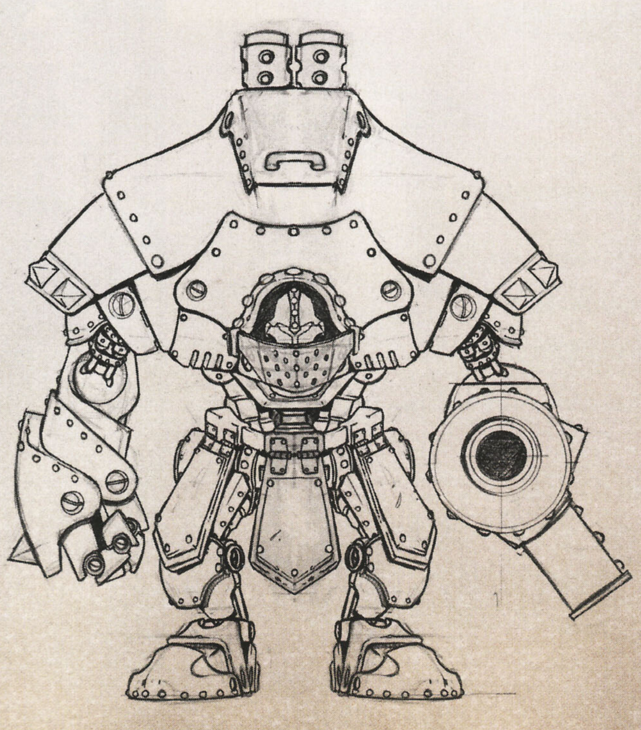
There is no single change I can point to as the greatest. We have streamlined the rules language to make it as simple and uniform as possible. Many abilities have been consolidated or removed completely to remove unnecessary complication. We have limited out-of-turn movement and attacks (which will help the OP environment), cleaned up the timing language, and made countless minor adjustments. Every model in the game has been reevaluated and playtested to make it as well balanced and fun to play in the current environment as is humanly possible.

We have also drastically changed the point system. In fact, based on the point size of the game, warcasters and warlocks will now be included in your army for free! Each warcaster comes with a variable number of warjack points to help fill out his battlegroup. We have made dozens of minor tweaks to the rules to make play faster and more aggressive. For example, all models are now able to charge across rough terrain, though they still suffer the usual movement penalty. With all the changes to the models and core rules, the cards have been thoroughly redesigned and are dead sexy!

***NQM:* Many players think warjacks should be stronger. Will WARMACHINE Mk II improve their capabilities?**

JS: In a word, yes. Not only are warjacks now as durable as warbeasts, but we have also removed a number of impediments to their destructive potential. We have increased their attack stats, removed virtually all the penalties to power attacks, given a POW to shields and open fists, and reevaluated their point cost proportionally to units. We have also made sure that all factions have access to mechanics to keep their machines combat-ready. This isn't to say that the pendulum has swung the other way, though. Players who prefer armies of troops to lots of warjacks still





have that option, but we wanted to address the sentiment that warjacks were being sidelined in favor of other options. Now, all your options will be viable with none appearing to dominate or lack.

***NQM:* The online FAQ talks about changes to formation. How will formation work, and how does it affect the function of units in WARMACHINE Mk II?**

JS: Rather than stringing out units in unlikely lines, unit formation is now based on a trooper's proximity to the unit leader. If a trooper is within a unit leader's command range, he is in formation. We have also consolidated the stats within most units. Instead of having separate stat bars, most unit leaders now share a single stat bar with the other models in its units. When the unit leader is killed, it is replaced with another model in the unit–a soldier rising to the challenge of leading his unit in the field. Basically, every unit gets the Field Promotion ability.

***NQM:* What were some of the biggest challenges in developing WARMACHINE Mk II?**

JS: Aside from the sheer enormity of the project, the biggest challenge in developing Mk II is the responsibility for maintaining the best possible play experience. Making changes is all well and good, but they must be tempered by the expectations of our players. To that end, we never lose sight of the fact that this is WARMACHINE. There are a lot of great and innovative ideas we had to leave by the wayside because they would have substantially changed the fabric of the game in ways we felt undermined the basic principles of WARMACHINE. We set out to refine WARMACHINE, not remake it.

***NQM:* What are some of the changes to individual models that stand out in your mind?**

JS: Let's see . . . Working off my now sleep-fogged memory: the Reaper picked up Reach and Necrotechs now have Repair! (Bet you can't tell I play Cryx.) Bane Knights have been tuned so that Vengeance (the new, less Cryx-specific Shadow Shift) triggers during their controller's control phase.

In Khador, Karchev got retooled into the terrifying killing machine we always meant him to be. You can now assign up to three Rocketeers to every Winter Guard unit. Doom Reavers have received a healthy point discount.

Cygnar has seen numerous warjack improvements. We added Powerful Attack to the Charger and increased the Defender's Heavy Barrel POW to 15. Stormblades and Stormguard are now immune to electricity damage. (Oh, yes, and we've incorporated a simple system for damage types and immunities.)

Knights Exemplar have been increased to a ten-man unit. (Yes, you read correctly—but don't jump to any conclusions.) Severius' Convert spell is now an *ability*! And various flails in the Protectorate picked up the Chain Weapon ability to better deal with enemy warjack shields or Shield Wall formations.

***NQM:* Does this mean HORDES Mk II is also right around the corner?**

JS: HORDES is receiving the same attention as WARMACHINE. Though the full HORDES field test is a little while off yet, we have already given it a tremendous amount of thought and attention. So worry not—the beasts are coming!

***NQM:* After the initial release of WARMACHINE Mk II, what can players expect next?**

JS: Immediately following the release of *Prime Mk II* will be the five Force Books, for Cygnar, the Protectorate, Khador, Cryx, and the Mercenaries. The Mercenaries book will include all the mercenaries models in one massive tome. It will be divided into a section for general mercenaries and include separate sections for Rhulic models and pirate models. Following the release of the Force Books, we will be on to HORDES Mk II . . . and likely another interview with Yours Truly.

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Recent Battles

The "Recent Battles" series presents scenarios that allow players to participate in key engagements during the last few years of warfare across western Immoren. Some of these represent small but crucial battles where a single warlock or warcaster has changed the course of history. Others depict large clashes involving massive armies and multiple warcasters or warlocks.

Desperate Measures

By **Simon Berman** • Art by **Emrah Elmasli, Imaginary Friends Studio, Marek Okon, Karl Richardson, Andrea Uderzo,** and **Kieran Yanner**

A HILL TOO FAR: TROLLBLOODS VS. CYGNAR

Grissel sighed as she wiped the blood from Resounder left from the last wave of trenchers. The morning's battles had been worse than Calandra had promised but not yet as terrible as Grissel had feared. The Cygnaran 4th Army had hurled three waves against the trollbloods defending Crael Valley but the kriels still held firm. For now.

Grissel had taken her force to this hill at the advent of battle. It was the highest ground proximate to the enemy lines and her people had hastily improvised barriers and traps to make the climb even more difficult for the enemy. Casualties in Grissel's warband had been light so far—a handful of kriel warriors had died in the first trencher charge and the pyre troll Maks had been annihilated by the concentrated fire of long gunners. There were a number of wounded but none so badly injured that they could not fight on. In the few moments of calm, Grissel felt their loss, but she knew there would be many others to mourn before the end of the day. They were outnumbered and fighting on open ground; Grissel had trouble imagining a situation she would like less. Grim Angus and Calandra held positions at either flank. The bulk of her own troops were concentrated with her in the center.

As the smoke from the last assault began to clear, Grissel could see much of the battlefield for the first time in hours. To her left Calandra and her motley band held the Cygnarans off while taking advantage of the cover afforded by a low wall at the edge of a field. Grissel watched as a group of scattergunners moved from the wall with surprising speed, catching a mercenary band of halberdiers unprepared and shredding them with scatter shot. Enraged, another group of Steelheads counter-charged only to be routed by the concentrated fire of pygs covering the scattergunners' retreat from atop the wall. Grissel nodded grimly. Calandra's force was still secure.

Grissel peered down the hill to her right. She could see Grim Angus and his people holding skirmish positions throughout a ruined farmyard. As she watched, a line of trenchers leapt forward to assault a small group of trollkin champions, firing their rifles as they charged. Despite shocking wounds, the champions held their ground and cut down the trenchers in a blur of axe blows. The veteran kin fought with effortless coordination as each member of the kulgat unconsciously moved to complement the attacks of his blood brothers. The trenchers were reduced to a pile of corpses in short seconds, but even as the champions roared in triumph, concerted rifle fire from distant long gunners dropped the kithkar to the ground.

A mass of mercenaries armed with long halberds broke from the main army to engage the bloodied champions at the center of Grim's line. Grissel watched as Grim moved forward, committing the bulk of his forces to support the beleaguered champions. As his warriors and trolls moved into position, Grissel could see a large group of Cygnarans lurking in the forests on Grim's far right flank. Within moments these hidden reinforcements would crash into the undefended trollblood line.

"Kithkar Loknor, take your Long Riders through those soldiers on our far right flank!" Grissel bellowed. Moving with a speed belied by his great size, Loknor was reforming the Long Riders into lines facing east even as he nodded assent. The huge buffalo snorted and shook their heads as their riders urged them into a battle line. The ungainly-looking animals were deceptively slow to gain speed, but within moments the line of massive cavalry shook the earth as they thundered down the hill to support Grim Angus and his warband.

As the rumble faded, Grissel commanded several units of kriel warriors to reinforce the Long Riders and Grim's people. An elder stone scribe raised an eyebrow as the fighters marched quickly to the east. "Bloodsong, I do not wish to question your judgment, but already we are isolated from our flanks. Sending so many of our warriors to Grim is almost certainly what the Cygnarans are counting on."

Grissel nodded wearily. "I know, Elder. We will just have to hold out long enough for Grim to recover his flank. This hill is the best ground we have had today, and we have to make it count as long as possible. Once Grim's flank is secure we will withdraw to a less isolated position."

Grissel turned from the elder in time to see a large force of mercenary cavalry detach and begin to gallop toward her hill. "Dhunia watch over us. Here they come."

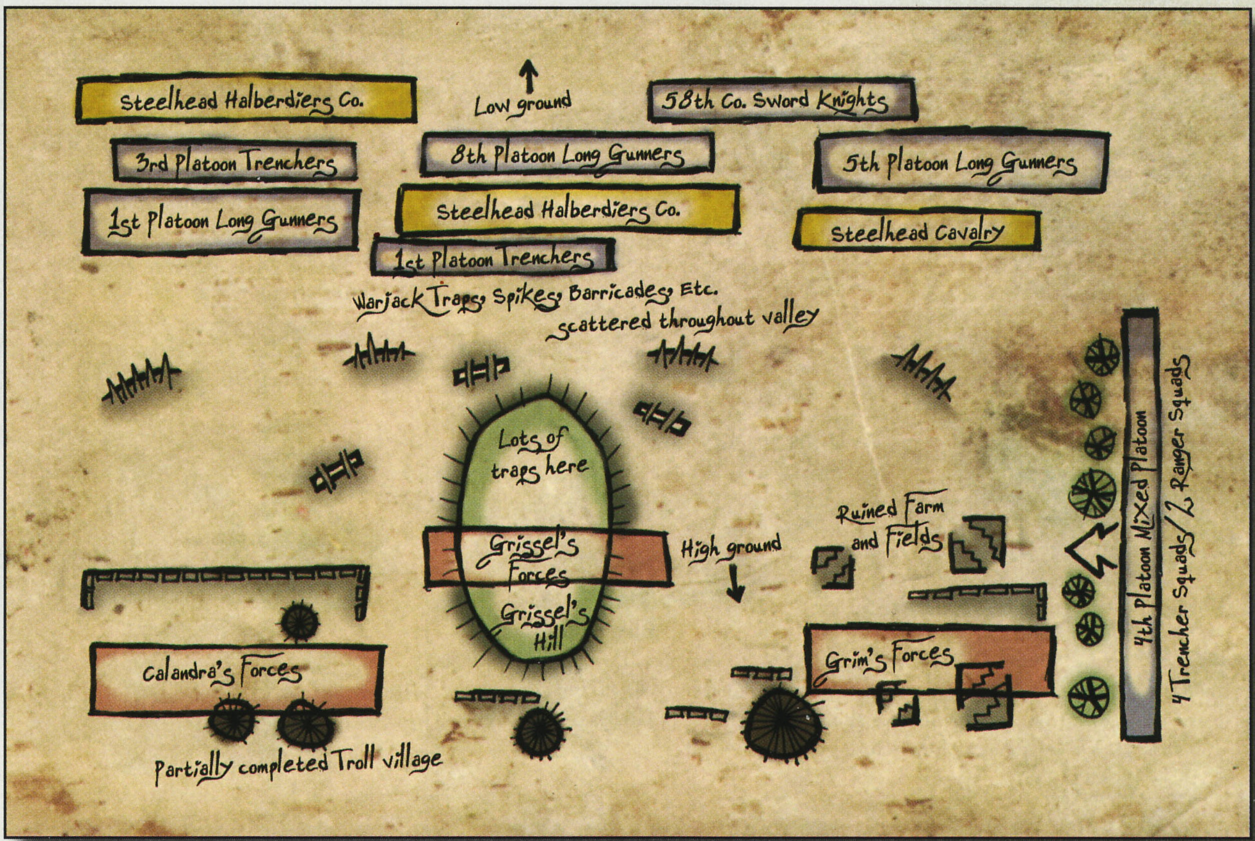
Scenario Background

In the Spring of 608 AR, Cygnar's 4th Army marched on the trollkin holding Crael Valley for a number of reasons. The region had been settled by Cygnaran farmers until forces under Madrak Ironhide seized it by force early in 607 AR. Though they displaced the farmers without substantial violence, these trollkin were still seen as hostile invaders by the Cygnarans. The 4th Army marched on the region of its own initiative, offering to aid the local residents who felt neglected by King Leto.

The Cygnaran attackers lacked the support of any notable warcasters, but they possessed a clear advantage in numbers and had also hired a substantial Steelhead force from Ternon Crag.

During this engagement the 4th Army fought ruthlessly and recklessly, its commanders seemingly uninterested in preserving the lives of their own soldiers. They hurled wave after wave of trenchers, long gunners, and mercenaries into the fray. Although they eventually forced the trollkin to withdraw, their casualties were even higher than anticipated.

The trollkin defending their recently claimed settlement were horrifically outnumbered, but with three experienced leaders they made an excellent accounting of themselves. At a crucial point in the battle, the core of the force led by Grissel Bloodsong found itself forward of its army's flanks while holding a hill of tactical importance. Forced to divert part of her force to relieve Grim Angus's beleaguered flank, Grissel was partially encircled by elements of the 4th army and Steelhead mercenaries. She eventually withdrew from this position, but she held it long enough to allow Grim Angus to secure his flank and thereby preserve the trollblood line long enough to arrange for an orderly retreat and minimize the loss of life.


Steelhead Halberdiers Co.
Low ground
58th Co. Sword Knights
3rd Platoon Trenchers
8th Platoon Long Gunners
5th Platoon Long Gunners
1st Platoon Long Gunners
Steelhead Halberdiers Co.
Steelhead Cavalry
1st Platoon Trenchers
Warjack Traps, Spikes, Barricades, Etc.
scattered throughout valley
Lots of traps here
Grissel's Forces
Grissel's Hill
High ground
Ruined Farm and Fields
4th Platoon Mixed Platoon
4 Trencher Squads/2 Ranger Squads
Calandra's Forces
Grim's Forces
Partially completed Troll village

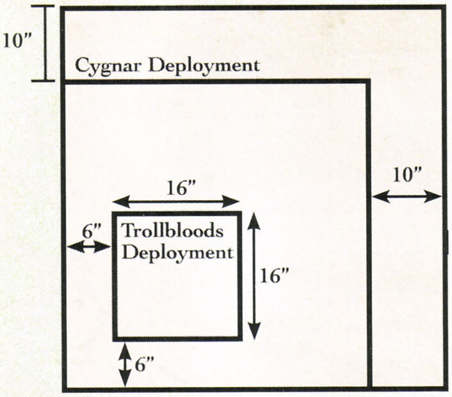
Special Rules and Setup

To represent their numerical superiority, Cygnaran-controlled units that are destroyed are returned to play at the start of the Cygnaran player's Maintenance phase and must be placed in base-to-base contact with their table edge.

See map. Mark a 16" by 16" square 6" from the left and bottom table edges opposite the Cygnar player's deployment table edges. This square area is the Trollblood player's deployment zone. When drawing line of sight or when targeted by a ranged or magic attack, models in this marked area are considered to be on a higher elevation than models not completely within this area.

The Trollblood player can place up to eight terrain features anywhere inside his deployment zone or within 8" of his deployment zone. These defensive terrain features can include linear obstacles up to 8" long, obstructions up to 4" long, or sharpened spike templates. Terrain features cannot be placed within 3" of any other terrain feature.

TROLLBLOODS VS. CYGNAR



Cygnar Army Composition

The Cygnar player will be playing without a warcaster and has 1,000 points to spend on his army that must be selected from the following list:

Warjacks: Charger, Grenadier, Sentinel, Defender, Ironclad

Units: Field Mechaniks, Long Gunners, Long Gunner Officer and Standard Bearer, Trenchers, Trencher Officer and Sharp Shooter, Trencher Chain Gun Crew, Trencher Grenade Porter, Trencher Cannon Crew, Rangers, Steelhead Halberdiers, Steelhead Heavy Cavalry, Sword Knights, Sword Knight Officer and Standard Bearer.

Solos: Journeyman Warcaster, Stannis Brocker

The field allowance for these models is as if the Cygnar player were fielding two warcasters. Because the Cygnaran player cannot take a warcaster, any warjacks included in the army must either be 'jack marshaled or under the control of a Journeyman Warcaster.

Trollbloods Army Composition

The Trollblood player has 750 points to spend on the following models and units:

Warlocks: Choice of Calandra Truthsayer, Grim Angus, or Grissel Bloodsong

Warbeasts: Any except Dire Troll Mauler, Earthborn Dire Troll, or Mulg

Trollblood Units: Any

Minion Models: Farrow Brigands, Farrow Bonegrinders, Feralgeists, Saxon Orrick, Swamp Gobbers Bellows Crew, Rorsh and Brine

The Trollblood player uses the standard field allowance rules when building his army.

Beginning

The Trollbloods player deploys first and takes the first turn. The Trollblood player must deploy all his models within the marked square area.

See map. The Cygnar player must deploy all his models within 10" of either of the two table edges opposite the marked square representing the Trollblood deployment zone.

Because battle has already been joined, no troops on either the Trollblood or Cygnaran side may use the Advance Deployment abilities.

Victory Conditions

The Cygnaran player wins if the Trollblood warlock leaves play before the end of round 6. The Trollbloods player wins if his warlock is in play at the end of the round 6.

Bigger Battles!

For those who want to endure a more accurate representation of the bloody mayhem of this historical battle, increase the scope of this battle to represent a massive engagement. If both players agree, raise the Cygnaran player's points to 1,500 with field allowance as if he were fielding three warcasters. The Trollbloods player may take 1,125 points and one additional warlock. Both players must otherwise follow the same model restrictions.

Sharpened Spikes – Instead of placing terrain features dictated by a map region, the defender may place sharpened spikes in near and distant proximity battles. He may place up to one (1) sharpened spikes feature in a near battle or up to three (3) in a distant battle. Sharpened spikes are a 2" by 5" improvised hazard hastily erected before battle, represented by templates placed on the table.

Sharpened spike templates are obstacles. A model that is pushed into base contact with sharpened spikes suffers a boostable damage roll equal to the current STR of the attacker. A model slammed into sharpened spikes suffers two additional dice of damage, one for being slammed into a solid terrain feature and another for the spikes. A sharpened spike template has ARM 14 and can suffer 20 damage points before being destroyed.

HORDES: Evolution, p. 150

SHADOW OF THE VALLEY: LEGION OF EVERBLIGHT VS. CIRCLE ORBOROS

From a stony outcropping, Absylonia gazed downward into the white valley. The swiftly moving forms of the Circle Orboros beasts and troops were silhouetted against the snow. The long column of Legion forces they pursued blended more readily into the surrounding terrain, although in their haste they took few measures to conceal themselves. There was a desperate urgency to their march, for they had gone many miles without rest.

Absylonia watched as an exhausted group of Nyss swordsmen at the rear of the column faltered. Within seconds the blighted elves were overtaken by a pair of warpwolves and effortlessly shredded. The warpwolves howled triumphantly before loping off in continued pursuit, leaving only a mush of unrecognizable bodies in a bloody pool of churned snow and mud. Absylonia's stare was emotionless. She felt no particular connection to the slaughtered Nyss. Only Everblight mattered, but the dragon had deemed it imperative that his Nyss soldiers should be preserved. For that reason alone, Absylonia had come very far and stood ready to intercept this persistent enemy.

The dragon stirred in her mind, filling her thoughts. With her, Everblight eschewed the mentally projected words he used to communicate with the other warlocks. Absylonia's mind was open to the dragon on a level that none of the others could even begin to understand. She welcomed his presence totally, willingly and completely subjugating her own fears and desires in place of his.

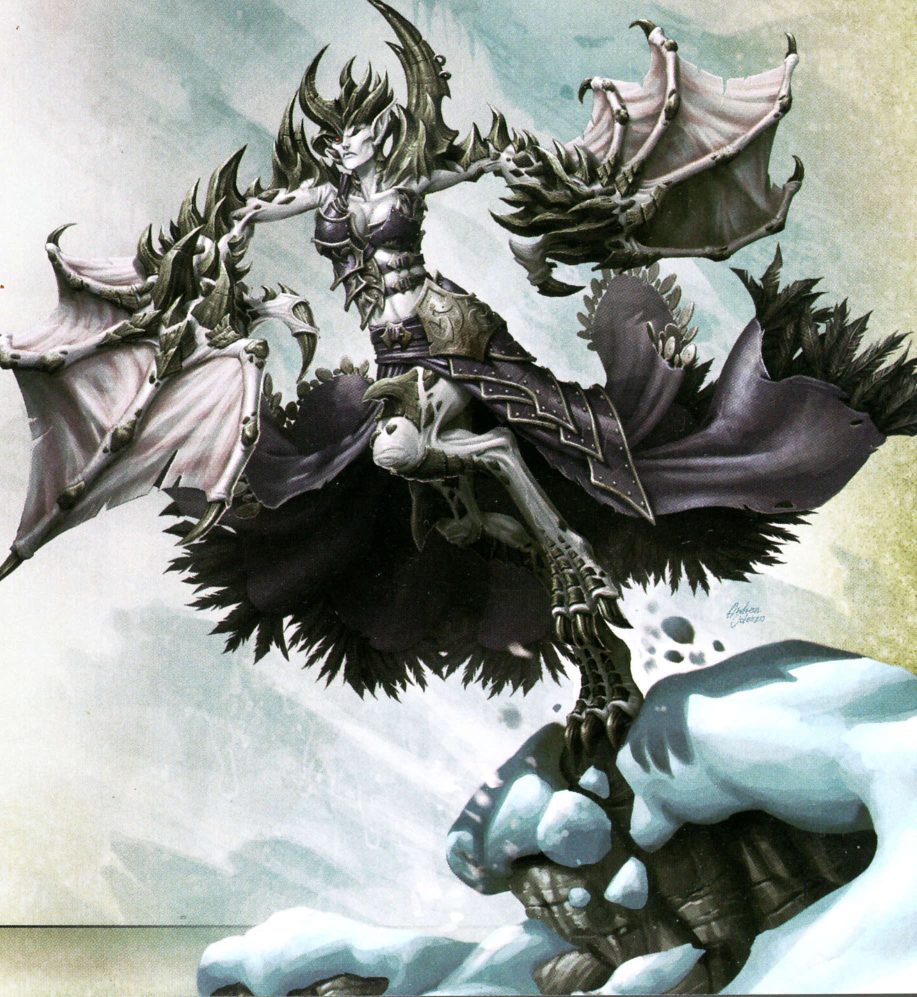
As Everblight began to flood her consciousness she felt the presence of the other warlocks more and more strongly. She grimaced; their mortal minds were an annoyance that distracted her from the presence of the dragon. She tolerated them without resentment only because Everblight valued them as tools.

Anticipating Everblight's wishes, Absylonia focused on Rhyas, who was even now moving back through the column to help defend the rear guard. The swordswoman greeted her mentally. "Your arrival is well timed."

Absylonia ignored the meaningless greeting. Of course her arrival was well timed, for had not Everblight guided each of their strands to come together in this hour? Thagrosh, Vayl, and Saeryn approached even now from the opposite direction as a small but potent force, having emerged from their underground passage. Each of them played their designated role in the dragon's schemes, yet only Absylonia truly abandoned the prideful facade of self-will and exulted in her servitude.

From the rocks where she crouched, Absylonia watched as Rhyas leapt nimbly down from a boulder to land amid the beleaguered Nyss swordsmen. Her sword opened the nearest warpwolf from groin to neck, and then she whirled to hew through the neck of a druid before the black-robed man could back away. He fell to his knees gurgling and clutching at his throat fruitlessly as his blood sprayed onto the snow. Even as his life bled out, a large group of fur- and armor-clad warriors advanced with spears. The Circle was feeling bold, certain they had driven the enemy to their last reserves. They had no awareness they were being watched from far above.

Absylonia spotted a large group of hulking Tharn warriors flanked by argus converging on Rhyas from the opposite direction. She looked to be surrounded. More Legion swordsmen and archers were falling back from the rear of the column to provide support, but they were clearly not at their full fighting strength, wearied as they were from the long chase. Anticipation radiated from the attackers as they closed in like a pack of hungry wolves nipping at the heels of a blooded prey. They could almost taste their victory now. Additional warpwolves had come forward for the last push, ready to rend the raeks protectively flanking Rhyas as she stood in a ready stance with her bloodied sword raised.

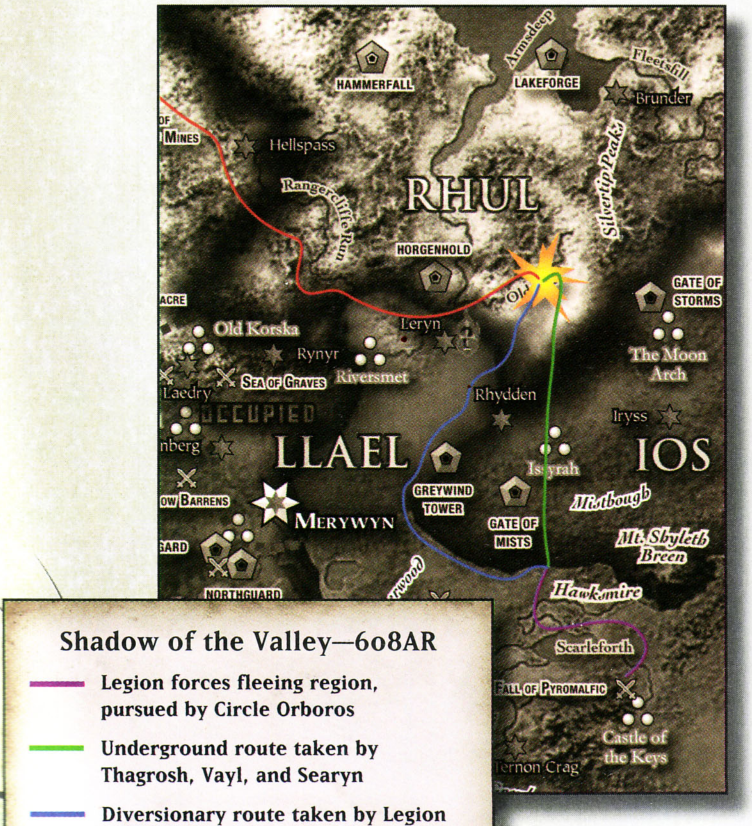


Absylonia could feel the acrid edge of Rhyas' thoughts as the enemy moved to engage her ranks. "Where are you? Strike *now*!" It was not quite fear that filled Rhyas' mind, as the assassin had faced certain death many times before, but certainly a growing anxiety. She knew her limits; she could kill many of those who came against them now, but not enough—not without support.

What Rhyas could not see from her vantage, but which was clear to Absylonia, was how nicely this trap would be sprung with just a few more moments' patience. A significant portion of the foremost Circle force had sped ahead of the rest, eager to deliver the decisive blow after their long months of pursuit. They were nearly to the point where they would have no hope of support or retreat when she fell upon them. Thagrosh and those with him would be arriving very soon to strike the larger force just behind. The timing was delicate.

Several of the warlocks sent their minds to her, picking up on Rhyas' unease. She sensed Lylyth, who was farther away with a small strike force attacking a different element of the Circle pursuit in an attempt to slow them down. There was also Saeryn and Vayl, who were hurrying alongside the newly transformed Thagrosh to come to the main column's relief. All of them sought her out, hoping to see through her eyes. With a growl Absylonia pushed their intrusive minds away. She would not be second-guessed. The carniveans and seraphs behind her hissed quietly, mirroring her feelings. Unhurried, she took a final look at the valley. Satisfied that the druids' forces were past the point of safe retreat, she turned to her beasts.

Absylonia felt an echo of her devotion for Everblight as she looked at the fanged, eyeless faces of her spawn. She had watched each of the beasts pull itself from the spawning pools far to the northwest and had provided carcasses for their first feeding with almost tender care. Each of them was fully grown now, and she felt a swell of pride at the knowledge that they were ready to descend upon the enemies of Everblight. She raised a hand to the sky and gestured down into the valley. As the first wave of seraphs took wing, her own hands contorted; her fingers grew and extended, and membranes filled the gaps between digits. Absylonia shuddered with pleasure as the raw agony of Everblight's favor washed over her. The massive carniveans roared in a single voice, exulting in the outpouring of blight, and began to make their way down into the valley.



Shadow of the Valley—608AR

- 🟪 **Legion forces fleeing region, pursued by Circle Orboros**
- 🟩 **Underground route taken by Thagrosh, Vayl, and Searyn**
- 🟦 **Diversionary route taken by Legion army led by Lylth and Rhyas**
- 🟥 **Route taken by Absylonia and her dragonspawn**

In a single, frozen moment the once eager enemy realized their situation and put up cries of retreat she could hear even from the mountainside. Absylonia bared her teeth like an animal in pain as the blight rippled through her body, making her ever more lethal, and hurled herself from the rocks. Harriers joined her as she glided toward the thick of the fight. That her assault would save Rhyas was inconsequential. It gratified her merely to revel in a slaughter that would please Everblight, her god and master.

Scenario Background

An army of the Circle Orboros led by Morvahna the Autumnblade pursued the Legion forces from the Castle of the Keys, through eastern Llael, and all the way to the borders of Rhul and Ios. Believing that she could deal a deathblow to the Legion, Morvahna extended her armies well past their reserves and reinforcements, leaving slower elements behind. When she saw the Nyss and their dragonspawn caught in a valley, Morvahna believed final victory was within her grasp and pushed her forces to their limits, ahead and with limited ability to retreat.

Unknown to Morvhana, the battered Legion army had chosen this valley for rendezvous. It is here they would join with Absylonia's reserves of freshly spawned warbeasts and with the newly transformed Thagrosh the Messiah, who had separated from the main Legion forces while undergoing his transformation. With Morvhana's army overextended in an attempt to eradicate what she believed to be the last elements of the Legion's forces on the continent, Absylonia attacked. Hundreds of warbeasts swarmed from the peaks, inflicting horrific casualties on Morvahna's army. Morvahna herself only barely escaped, thanks to the last-minute arrival and intervention of Kaya the Moonhunter.

Special Rules and Setup

To represent the Circle close on the heels of the Legion, all Circle models gain the Advance Deployment ability.

Beginning on round 3, the Legion player can put up to an additional 150 points of Legion warbeasts into play at the start of each of his Maintenance Phases. When these warbeasts are put in play, they must be placed in contact with the rear edge of the Legion player's deployment zone. They may activate the turn they are put in play.

The table should be moderately to heavily covered with terrain features consisting of only forests, hills, and rough terrain representing rocky ground.

Circle Orboros Army Composition:

The Circle player has 750 points to spend on the following models and units:

Warlocks: Either Morvahna the Autumnblade or Kaya the Moonhunter

Warbeasts: Any with the exception of elemental constructs

Circle Orboros Units: Any except Shifting Stones and Sentry Stones. Any solos and any warbeasts with the exception of Constructs.

Minions: Brun Cragback & Lug, Lanyssa Ryssyl

Legion of Everblight Army Composition:

The Legion player has 500 points to spend on the following models and units:

Warlocks: Absylonia, Rhyas, Saeryn, Thagrosh the Messiah, or Vayl (Note: Ordinarily epic warlocks cannot be included in an army with a point limit smaller than 750 points, but that restriction is waived for this scenario.)

Warbeasts: Any

Units: A maximum of two units chosen from Blighted Archers (and UA), Blighted Swordsmen (and UA), Blighted Legionnaires, Striders, Warmongers, and Warspears

Solos: Any

Minions: None

Beginning

The Legion of Everblight player deploys first and takes the first turn. Players deploy their forces up to 10" from the table edge.

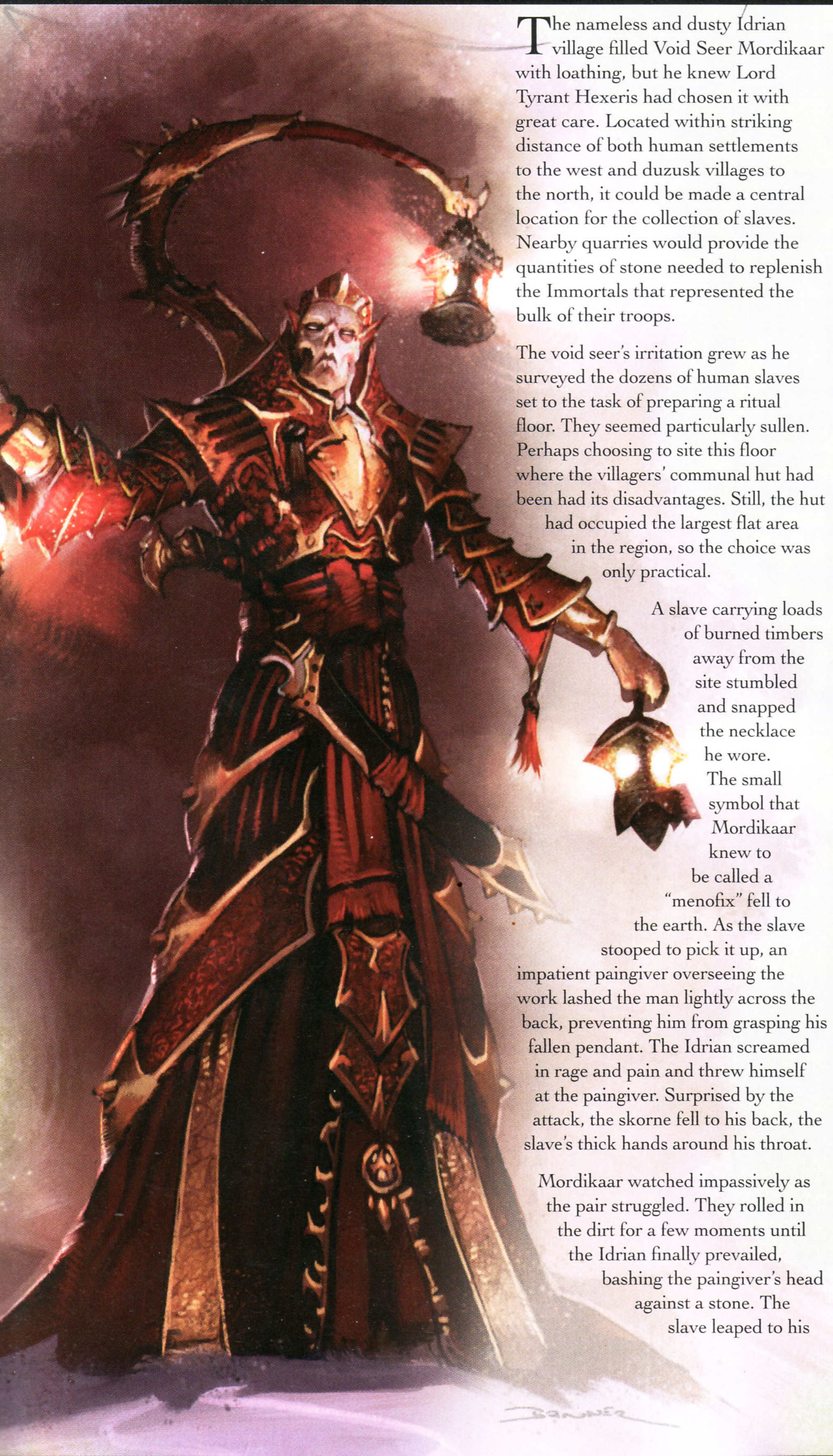
Victory Conditions

The player with the last warlock in play wins.

Bigger Battles!

Increase the scope of this battle by doubling the size of each side and allowing each side one additional warlock. The reinforcements in warbeasts received by the Legion player each turn should increase to 225 points.

FAITH IN NOTHING:
SKORNE VS. THE PROTECTORATE OF MENOTH



The nameless and dusty Idrian village filled Void Seer Mordikaar with loathing, but he knew Lord Tyrant Hexeris had chosen it with great care. Located within striking distance of both human settlements to the west and duzusk villages to the north, it could be made a central location for the collection of slaves. Nearby quarries would provide the quantities of stone needed to replenish the Immortals that represented the bulk of their troops.

The void seer's irritation grew as he surveyed the dozens of human slaves set to the task of preparing a ritual floor. They seemed particularly sullen. Perhaps choosing to site this floor where the villagers' communal hut had been had its disadvantages. Still, the hut had occupied the largest flat area in the region, so the choice was only practical.

A slave carrying loads of burned timbers away from the site stumbled and snapped the necklace he wore. The small symbol that Mordikaar knew to be called a "menofix" fell to the earth. As the slave stooped to pick it up, an impatient paingiver overseeing the work lashed the man lightly across the back, preventing him from grasping his fallen pendant. The Idrian screamed in rage and pain and threw himself at the paingiver. Surprised by the attack, the skorne fell to his back, the slave's thick hands around his throat.

Mordikaar watched impassively as the pair struggled. They rolled in the dirt for a few moments until the Idrian finally prevailed, bashing the paingiver's head against a stone. The slave leaped to his feet only to find himself surrounded by three more paingivers. One of them moved with blinding speed, and a blade on his whip opened the Idrian's throat.

The void seer sighed inwardly at the wasted laborer and failed paingiver. Still, there were other ways for them to serve. Mordikaar reached up, detaching one of the strange lanterns that hung from the frame of his armor. He aimed it at the pair of corpses, the beam of light revealing the two spirits hovering above their still-warm bodies. With a gesture of his free hand he drew them forward. The human soul he would obliterate to receive a small taste of vitality, but he intended to retain the paingiver's essence for later. Though he was clearly unworthy of being interred in a sacral stone, his essence might be useful in some other capacity.

The dead human's soul struggled with surprising strength. Mordikaar knew it was this very resistance that had led Hexeris to the idea of enslaving the Idrians and other Menites of the region. The lord tyrant speculated that their strong faith might be a source of spiritual strength when cast into the Void. The void seer found the entire idea of dealing with the spirits of humans both distasteful and ludicrous; clearly their weak faith was the worst kind of self-deception and an experimental dead end. Still, the lord tyrant's patronage was valuable, so Mordikaar was willing to suffer this waste of time in silence. He appreciated the need to experiment.

A low chuckle made the void seer turn. Hexeris stood behind him, obviously amused by the events he had just witnessed. "I should ask you to craft one of those lamps for me. It seems the spirit world is so often filled with fascinating interludes."

Silent, Mordikaar merely replaced the lantern he carried on its hook. After a moment, he replied evenly, "We can expect more of these kinds of incidents. The human slaves in these lands cling tenaciously to their religion."

Hexeris nodded. "Indeed, I hope so. I believe their faith will translate to a certain strength of will to make up for the weak state of their flesh. They are clearly inferior slaves compared to the duzusk, but for my purposes they have certain . . . advantages. When they have mined enough rock to carry the sacral stones of our troops forward as Immortals, their essence will be available for study and can serve as a lens to examine your unique connection to the Void. I suspect their faith may make them more resilient in our experiments and therefore may enable us to pursue new—and more extreme—investigations."

Mordikaar shrugged. This was not a novel idea to him, but he saw the barest possibility to expand his research.

A Bloodrunner scout approached and saluted. "Lord Tyrant, I have urgent news." Hexeris stared impassively at him. After an uncomfortable moment the Bloodrunner continued. "We have sighted a moderately sized human battle host approaching from the west. They will arrive here within the hour. We assume they have ventured from one of their large fortifications seeking retribution for our earlier raids."

A look of mild surprise passed across Hexeris' face, and he dismissed the scout. "I had not expected reprisals so quickly," he said.

Mordikaar scowled. "This is unacceptable. How am I to conduct any rituals or experimentation if this camp is to be under constant attack?"

Hexeris made a conciliatory gesture. "Calm yourself, Void Seer. We'll deal with these humans quickly enough—and they will undoubtedly provide us with some interesting specimens for study."

The elder skorne was not to be diverted. "This must not interrupt my work completing the ritual chamber. We will keep the slaves at work throughout the battle." He spoke as if it were his decision.

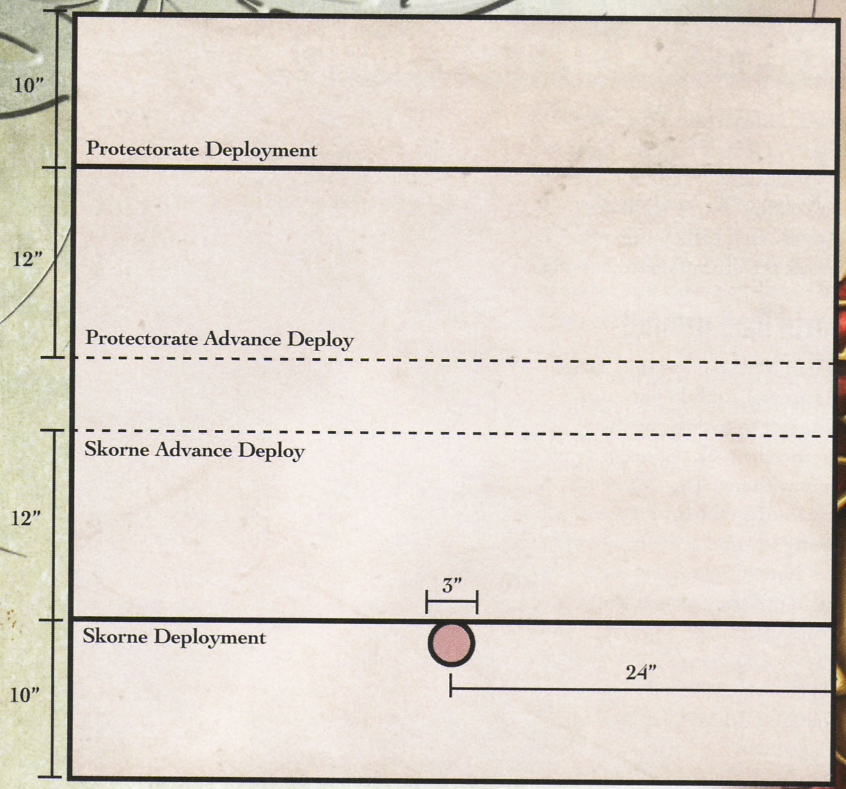
Hexeris nodded again. "Of course, Void Seer." He had his own reasons to keep Mordikaar content—and working. "Now, let us see if our cyclopes are in a sufficiently poor temper for the afternoon's diversions."

Scenario Background

When Makeda declared herself supreme archdomina and marched east to overthrow the Conqueror, she took the majority of her army with her. The skorne forces that remained in the fortified west she reluctantly left under the command of Lord Tyrant Hexeris. Hexeris lost no time in utilizing his new authority to pursue certain lines of research far from the prying eyes of the archdomina or Morghoul. Supreme Aptimus Zaal and Void Seer Mordikaar remained behind, but with only a skeleton crew of praetorians and venators to man the defenses. Hexeris' plan for reinforcing his position required reliance on Immortals and the void seer's unorthodox void spirits. Accordingly, Hexeris has established forward base camps specifically for the purposes of both gathering slaves and seeking subjects for occult experimentation.

The skorne established a major slave camp only one hundred miles from Tower Judgment. Much of the slave labor gathered here came from Idrian Menites, with even some Sulese Menite in the population. Until recently the skorne and Protectorate had uneasily avoided each other's forces, as both had other problems. In the face of the escalating raids, the Protectorate could no longer ignore the ongoing enslavement of outlying citizens by the godless skorne. Amon ad-Raza and the Testament launched a fast strike from Tower Judgment hoping to force the skorne to relocate their slaving operations, at least temporarily, and disrupt their blasphemous rituals.

PROTECTORATE VS. SKORNE



Special Rules and Setup

See map. Place a 3" diameter template completely within the forward center of the Skorne player's deployment zone representing a summoning circle. Beginning on round 2, the skorne player can put up to one additional Void Spirit into play at the start of each of his Maintenance Phases, placing it in this template. The Void Spirit may activate normally this turn.

The table should be moderate to heavily covered with terrain features consisting of only ruined buildings, hills, and rough terrain representing rocky ground.

Protectorate of Menoth Army Composition:

The Protectorate player has 750 points to spend on the following models and units:

Warlocks: Amon ad Raza, the High Reclaimer, or the Testament of Menoth

Warjacks: Any Protectorate light warjacks

Units: Daughters of the Flame, Exemplar Errants, Exemplar Vengers, Knights Exemplar, Temple Flameguard, Idrian Skirmishers

Solos: Exemplar Senseschals, Allegiants of the Order of the Fist, Reclaimers, Vassals of Menoth

Skorne Army Composition:

The Skorne player has 750 points to spend on the following models and units:

Warlocks: Lord Tyrant Hexeris, Supreme Aptimus Zaal, or Void Seer Mordikaar

Warbeasts: Any

Units: Paingivers, Immortals, and a single unit of Praetorians, Karax, or Venators. Immortals are Field Allowance: Unlimited for this scenario.

Solos & Minions: Any

Beginning

Use standard deployment and determine the first player by using a standard starting roll as described on p. 27 of *HORDES: Primal*.

Victory Conditions

The Skorne player wins if his opponent's last warlock leaves play.

The Protectorate player wins if a model under his control is completely within the area of the summoning circle at the end of the Skorne player's turn or if his opponent's last warlock leaves play.

Bigger Battles!

Increase the scope of this battle by doubling the size of each side and allowing one additional warcaster and warlock, following the same army composition requirements.

MECHANIKAL MUSCLE

Laborjacks in the Iron Kingdoms

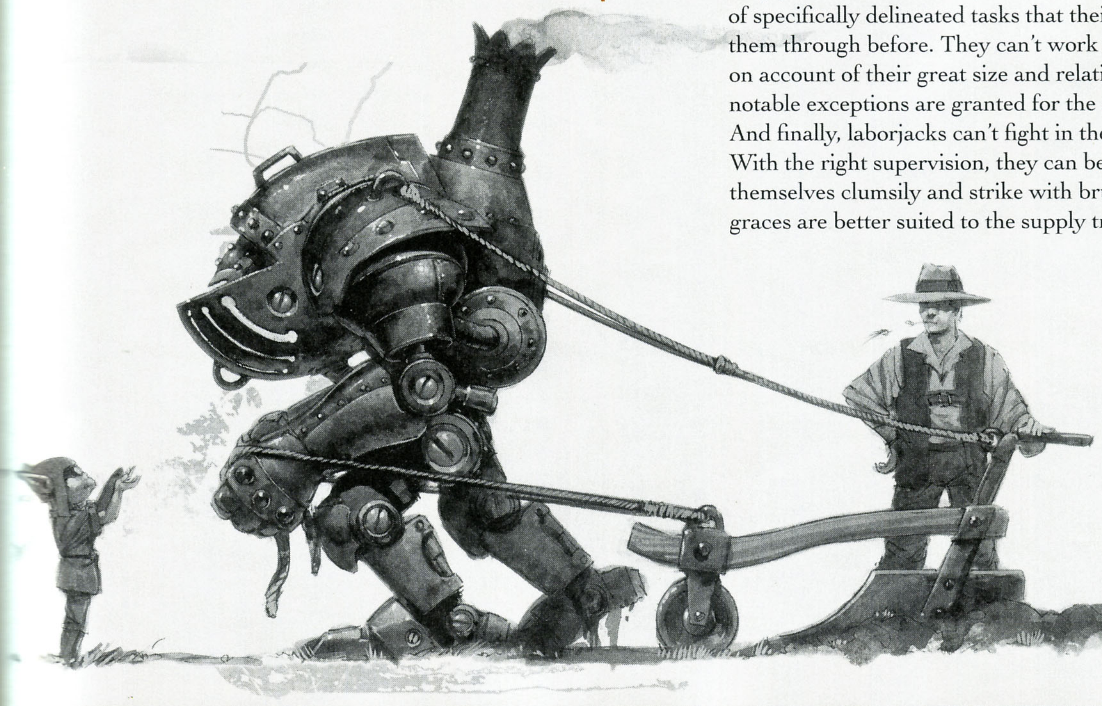
By **Andrew Linstrom** · Art By **Brian Snoddy & Matt Wilson**

The armies of Western Immoren are built around mighty warjacks, powerful mechanikal constructs capable of bearing arms beyond the strength of their builders to wield, and driven by the combined industries of the nations they fight for. The work required to keep those gears of industry turning is shouldered by the laborjacks. Steamjacks, with their hearts of steam and guts of fire, have become the symbol of the modern age and the Iron Kingdoms themselves.

All warjacks are nominally steamjacks, but not all steamjacks are warjacks. Any steamjack not purposed for warfare is properly called a steamjack, but the term "laborjack" may be used to specifically mean such a 'jack. The word has been in common use within the military-industrial complexes of the various Iron Kingdoms for generations. For those outside the military, the word is traditionally thought to be an unnecessary militarism. A steamjack is a steamjack, after all, unless it carries blade or cannon. In more recent years, however, with war occupying more and more of the thoughts and labor of the populace, use of the term has grown more widespread. Even the most cantankerous Union steamo who would have once swallowed his cigar butt before calling a Mucker a laborjack will now let the word slip as breath-saving shorthand while he works an extra shift to meet his shop's quota.

Steamjacks are employed where their great strength can enable work on a grander scale than humans and simple machines can manage. They are seen dead-lifting enormous crates and casks in dockyards and train yards from Ghord to Mercir, loading and unloading cargoes in half the time of crews with ropes and pulleys. They toil in mines under the earth, driving drills swinging massive picks into the rock with inhuman force. Their strength lets them place and displace earth, stone, and wood in new construction, and the same in demolition. They work in the great factories and armories of the Iron Kingdoms, shaping metal with the equivalent strength of a dozen strong-arm smiths.

The widespread usefulness of steamjacks in industry and commerce impresses, but there are things that laborjacks are simply not suited for. They can't work unsupervised, outside of specifically delineated tasks that their handler has walked them through before. They can't work in cramped conditions, on account of their great size and relative ungainliness, though notable exceptions are granted for the smaller Rhulic models. And finally, laborjacks can't fight in the manner of warjacks. With the right supervision, they can be made to defend themselves clumsily and strike with brute force, but their graces are better suited to the supply train than the battlefield.



STEAMJACKS AND LABOR

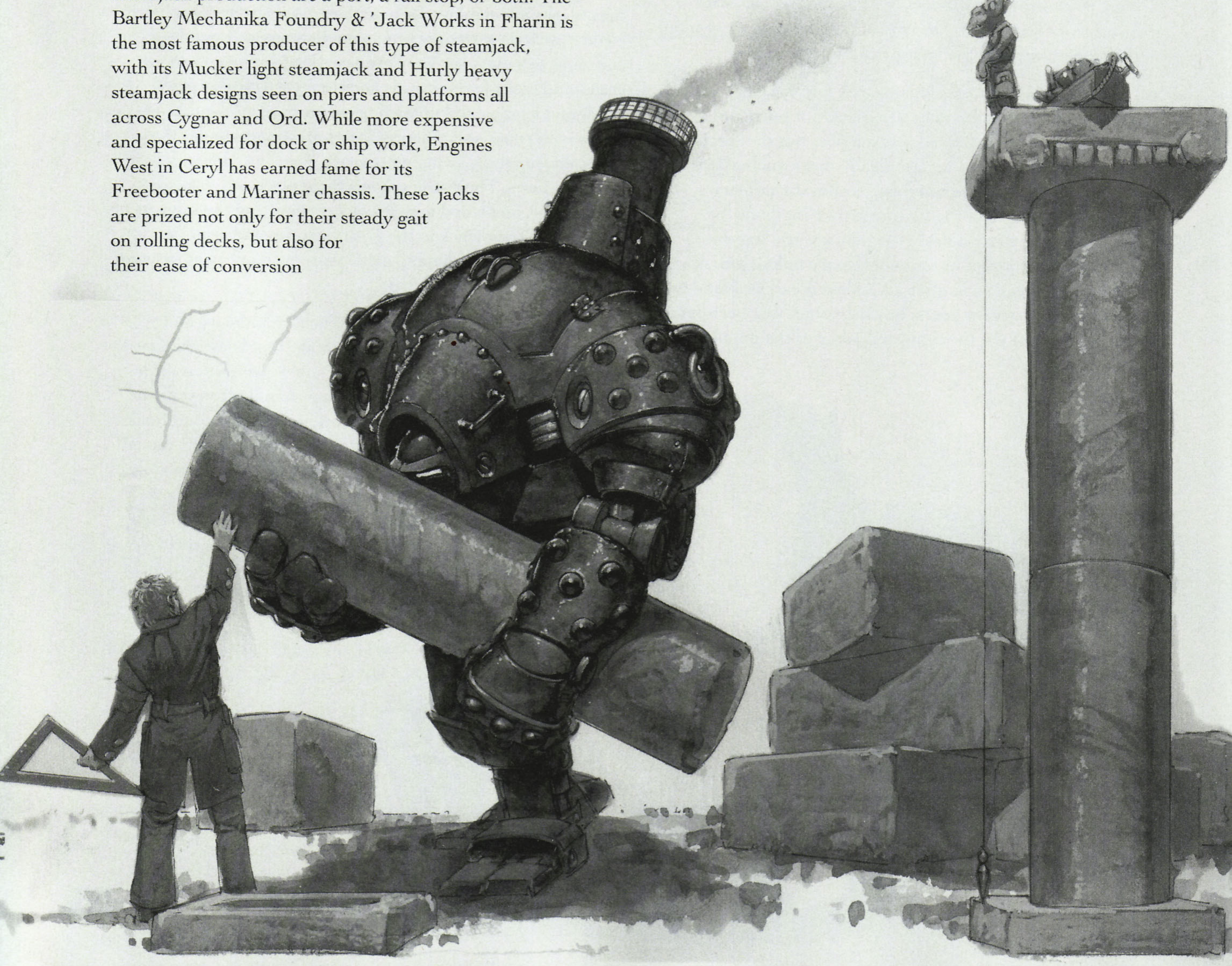
The simplest labor a steamjack may be set is picking up and putting down. Every year sees more work for the steamjacks employed in dockyards and train yards, thanks to the rapid expansion of the rail networks across Western Immoren and the continuing growth of waterborne shipping on increasingly larger and faster steam-powered vessels. The ability to quickly load and unload boats and boxcars is an important factor in keeping the wheels of commerce turning. Even light steamjacks can handle crates and containers that would sprain the back of the strongest ogrun. Steamjacks can work nearly indefinitely compared to flesh-and-blood dockworkers, requiring only occasional stops to refuel or change out an exhausted handler for a rested one. A single cadre of steamjacks and their handlers can thus unload the cargo from a massive schooner in a single long shift lasting a few hours, and if the next cargo is already waiting, they can fill the ship up again at the same tireless pace.

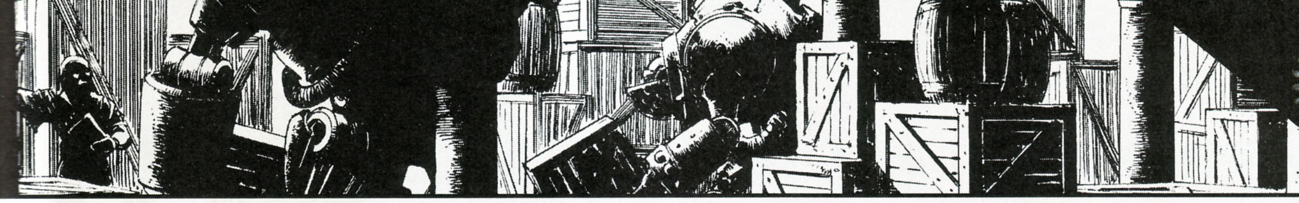
CARGO HAULING

Steamjacks capable of, and intended for, cargo loading and unloading are the type encountered most frequently by the average Iron Kingdoms citizen. Almost all the centers of steamjack production are a port, a rail stop, or both. The Bartley Mechanika Foundry & 'Jack Works in Fharin is the most famous producer of this type of steamjack, with its Mucker light steamjack and Hurly heavy steamjack designs seen on piers and platforms all across Cygnar and Ord. While more expensive and specialized for dock or ship work, Engines West in Ceryl has earned fame for its Freebooter and Mariner chassis. These 'jacks are prized not only for their steady gait on rolling decks, but also for their ease of conversion to warjacks at the hands of privateers and coastal mercenaries. Rohannor Steamworks in Berck has had similar luck with its cheap light Seafarers and the improved Buccaneer model.

In Khador, the venerable and ubiquitous Laika chassis predates the Berserker, and, much like the Berserker, has set the trend for Khadoran 'jack design. No new Laikas have been manufactured for just over a hundred years, but thanks to their singularly exceptional design, they can be repaired with parts from nearly any contemporary model of Khadoran 'jack, such as the more recently designed but allegedly less durable Kolstots. Like their canine namesakes, the Laika line is dependable and hard working, and their generations of service to the Motherland have left them loyal and stubbornly suited to whichever tasks they've been assigned to for several of their handlers' lifetimes. Even as several more modern laborjacks have been pushed by enthusiastic kayazy in Korsk, some Khadoran 'jack handlers swear by the Laikas and refuse to work with anything else.

As these tasks are generally simple and repetitive a single skilled 'jack handler will sometimes oversee multiple laborjacks, thus reducing the salary overhead for these businesses.





CONSTRUCTION

Massive structures such as Stasikov Palace and the walls of Caspia were constructed by men in an age before steamjacks and stand as reminders that humans don't need steel spines and steam-powered arms to make architectural achievements still unmatched in the modern age. But today, any foreman tasked with raising a structure larger than a windmill will swear he has no idea how his predecessors managed to get by without a steamjack or two. And though the original stones of Caspia's walls were laid by human hands, upkeep and periodic repairs are handled today by metal ones. Besides toting construction materials to and fro, laborjacks can wrestle beams and building blocks into position and can hold materials in place as a temporary frame while a crew secures them. They can speedily set foundations, either by hammering beams into the earth with their own strength or by doing the work of a full crew in hoisting a pile driver.

Because successful construction relies on precision, laborjacks used for building purposes are closely supervised by their handlers. A one-to-one ratio of steamjacks to handlers is typical on construction sites where the 'jacks are being used for construction and not just movement of materials. Steamjacks used this way are equipped with at least a ferrum-grade cortex. A few experienced steamjack-equipped construction companies, such as Broulben Brothers Masonry based out of Steelwater Flats, field two laborjacks (each with an aurum-grade cortex) per handler, but their efficiency and expertise demand top coin. Construction work requires little in the way of more specialized equipment than a 'jack's two strong hands, but in Highgate the workshop of Jorge Calwick is producing and exporting a modification of the Seafarer 'jack with a built-in, rear-mounted crane and winch called the Gudgeon. Inspired by the massive cranes that lift ships out of reach of pirates, the light steamjack is uniquely suited to bringing parts up to exactly where they're needed in an ascending structure.

LOGGING

Logging was one of the first roles for which steamjacks were developed. The earliest logging 'jacks were simply purposed, with oversized wood axes to fit in their hands and ample rings and bars for chaining and dragging logs. As technologies evolved, the traditional riverside mill's circular saw was adapted to the steamjack as the buzz-cutter. When equipped with one of these steam-driven spinning blades, a logging 'jack can fell even a stout Petrok fir, as wide as a Khard is tall, in just a few minutes. Buzz-cutters can be carried as two-handed implements by versatile 'jacks, but one mark of a truly successful logging company is the presence of dedicated logging 'jacks. These have a buzz-cutter mounted permanently on the end of one arm, leaving the other arm free to timber the tree in a safe direction.

Most steamjack work done in logging can be accomplished by general-purpose heavy laborjacks, mainly Hurlys and Laikas. Both frames are well suited to chopping and hauling trees and are easily adapted to carrying buzz-cutters. Because of this, generally only the larger timber consortiums use 'jacks assembled exclusively for logging. One favored model is the Corvis-built Cygnaran Forster, which also goes by the tongue-in-cheek nickname of "the lumber-'jack." This heavy laborjack possesses both a high-performance buzz-cutter and an oversized power plant for hauling large amounts of timber—but a new Forster costs quite a bit more than just converting an old Hurly.

Logging 'jacks are typically fitted with ferrum- or aurum-grade cortexes. This is not just because of the dangerous nature of their work, though it is important that a 'jack not let a thick pine fall in the direction of its crew. Logging expeditions often run afoul of local denizens, be they wild beasts like trolls or sentient inhabitants such as trollkin or druids intent on punishing encroachers. Laborjacks accompanying loggers must always be ready to turn their sap-stained fists and blades on flesh and stone. The Forster has proven itself an able combatant in a number of such encounters, although superstitious woodcutters claim the 'jacks are never the same once they have "tasted blood."

MINING

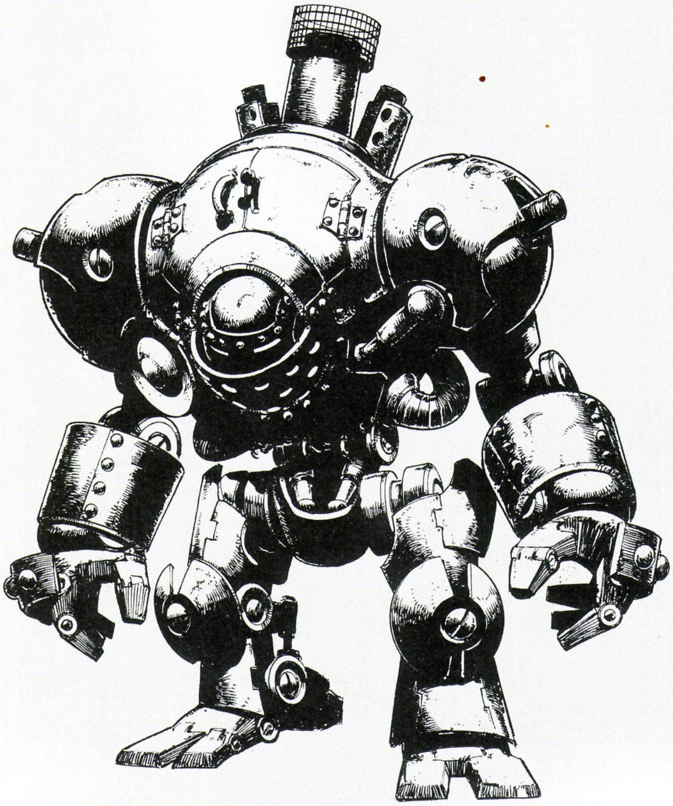
Though steamjacks are a powerful tool in mining operations, they aren't always a perfect fit. Most steamjacks are tall and broad-shouldered, designed to be sure of foot but not so concerned with where they swing their shoulders and elbows. They're always thirsty for coal and water, fill their tunnels with noxious smoke, and can't be allowed near coal veins because of the sparks they throw from their fireboxes. For several generations, the advantages of using steamjacks in mining barely outweighed their flaws, and they were reserved primarily to the largest and best-ventilated mining shafts. They might have been left aboveground entirely if it hadn't been for the fact that they could survive cave-ins more or less intact and simply wait to be excavated. Of course, most of those cave-ins were their own fault, but no matter. It took the ingenuity of the Rhulfolk to lead laborjacks into the darkness of the mines more regularly. The dwarves scoffed at human steamjacks underground the same way they scoffed at the humans themselves: tall, awkward beings, squeezing and hunching their way through the mines. Their own steamjacks they built more like themselves: squat, compact, solid, and efficiently functional.

While both the designs of human mining 'jacks and the techniques for their use have improved over time, they still remain a supplemental force, coming in to apply brute force to difficult surfaces, help clear heavy debris, and haul ore. (See "Pendrake Encounters" in *No Quarter* #20.) In Rhul, mining 'jacks are the main output of the steamjack industry. The most famous mining 'jacks are also the most famous Rhulic warjacks overall: the Ghordson Driller and the Wroughthammer Rockram. Both of these 'jacks have earned their creators additional coin by being exported at some expense to serve large mining concerns in Khador and Cygnar. There has been talk of funding a new Ghordson labor 'jack foundry in the dwarven conclaves of Orven or Ironhead Station. Such industry would make it easier and more affordable to sell Rhulic 'jacks for use in the Wyrmwall Mountains in particular.

FACTORY AND FOUNDRY LABOR

Finally, laborjacks work in the place most appropriate to them: the Iron Kingdoms' great factories and foundries, tending the very fires of industry that birthed them. On the factory floor is where laborjacks do their most careful work—and the work most pivotal to the military industries. The finest grade of laborjacks assist master mechaniks in the painstaking work of fabricating and assembling the components of warjacks. Their strength is useful in large-scale tasks such as shaping hull plating and assisting in the assembly of larger components. In factories and foundries alike, they can safely handle dangerous loads of molten metal, red-hot ingots, or metal plates with ragged or sharp edges, saving their handlers from these perilous tasks.

There are few specific 'jack models developed expressly for factory work. Most steamjacks employed on the factory floor are general labor models that have been outfitted with higher-grade cortexes and given thorough training. One notable 'jack design, the Blatner, is spoken of with envy and reverence on factory floors across Western Immoren. Only half a dozen of the light laborjacks were produced from 503–504 AR, each with an arcanum-grade cortex, a high-efficiency power plant, and finely tuned manual dexterity. As responsive and skilled as a laborjack can possibly be, the Blatners were deemed too expensive to continue production. Three of the Blatners are employed at the Cygnaran Armory in Caspia, where they assist night and day in warjack mechanika fabrication. Another toils at Engines East in Corvis. The whereabouts of the last two are currently unknown. One disappeared from its shipment en route to Clocker's Cove, likely the victim of banditry, and has yet to resurface. The other was working in Thunderhead Fortress but disappeared during the Khadoran invasion, either destroyed or spirited away by Llaelese loyalists.



Muscle versus Steam

As pervasive as steamjacks have become, most citizens of western Immoren have become accustomed to their presence. Despite this, groups of heavy laborers sometimes organize to express their dissatisfaction with losing employment opportunities. This has been particularly true among groups of trollkin and ogrun laborers in cities with sizable populations of these species. Such workers rely on the reputations for strength and hardiness that make them preferred laborers, factors 'jacks easily replicate. Such conflicts sometimes erupt into actual violence against the 'jacks or their operators. This has happened most frequently when a prospering company has just reached sufficient size and wealth to purchase a 'jack for the express purpose of replacing employees. While this is usually a wise long-term investment for the business, such arguments do not assuage those who have lost their livelihoods.

Some merchants in Mercir fear a large-scale uprising of this nature might be inevitable. Several leaders within the large local trollkin population have been voicing angry rhetoric against several mercantile organizations, including the Mercarian League. Their extensive use of 'jack labor and the generally poor treatment of trollkin laborers could soon prompt bloody consequences. Already, dockyard lifting 'jacks have been subject to increasingly expensive vandalism.

LABORJACK PRODUCTION BY NATION

Every nation employs laborjacks in some capacity, although the frequency and manner of their use varies considerably. The resources and technical knowledge required to manufacture new steamjacks (laborjacks and warjacks alike) in any quantity mean that only the wealthiest individuals or nations make extensive use of these expensive but useful constructs in the newest and most pristine condition.

The second-hand market for steamjacks, including those with many decades of use, is strong. Older 'jacks are steadily maintained or periodically rebuilt. Often, they can be kept running with a minimal investment by those who know the proper tricks and who have access to tools and replacement parts. In the long life of a steamjack, it may pass through dozens of owners, depreciating in value at each stage. This allows well-worn machines to trickle down to even the poorest of associations and communities, where the little labor they have left to offer can still make a great difference. It is not altogether unheard of to see ancient laborjacks with cobbled-together parts rooting out stumps in the field of a poor Ordic farmer or gathering nets for an otherwise meager fishing concern.

CYGNAR

As befitting the birthplace of steamjacks, Cygnar leads the continent in laborjack use and production. Its unmatched volume of cortex production allows for a greater proportion of lesser-grade cortexes not claimed by the military. Beyond simple volume, Cygnar also produces the greatest variety of specialized laborjack models. There exists in Cygnar an element of friendly rivalry and competition between shops producing labor 'jacks and those contracted for military grade hardware. For the most part these two breeds of steamjacks do not emerge from the same foundries, but there are exceptions such as Engines East in Corvis, which has a long history with the Cygnaran Army. The bulk of Cygnar's warjacks are produced in Caspia at the massive Cygnaran Armory, but the demands of war have opened opportunities in other large cities, particularly Ceryl and Corvis.

Laborjack shops are fiercely proud of their reputations. Entire fortunes can be made inventing a new 'jack chassis which finds widespread use. Most smaller shops, however, do not aspire to design. They accept regular work producing parts for proven 'jacks or simply maintaining 'jacks in service. Of those shops that become large enough and prove their track record for exacting specifications, a few occasionally find themselves courted by the Cygnaran Army to create specific components or even entire 'jacks for military use. Those lucrative contracts tend to be the exception rather than the rule, though. Many mid-sized shops compete to win these jobs, but most will continue to work in relative obscurity, producing a few 'jacks a year to sell to hard-won clients in the commercial sector.

KHADOR

Compared to Cygnar, Khador produces and employs far fewer laborjacks. Those in use are concentrated in a few specific industries in the largest industrialized cities. The main limiting factor in production is the availability of cortexes. Khador does not approach Cygnar's level of cortex production, particularly the higher-level cortexes used in frontline warjacks, as it has limited access to the rare trace minerals they require. Fortunately there are sufficient resources to produce the lower grades, which has given rise to a small but respectable laborjack market. Many of the cortexes turned out by the Greylord's Covenant are cupernum-grade; being the lowest quality, these are entirely unsuitable for use in warjacks. These cortexes end up in heavy laborjacks, the only kind the Motherland produces.

The Laika model created so long ago by the Horvosko Brothers in Korsk blazed the trail for all Khadoran laborjacks to follow: big, strong, and reliable. With a few exceptions, Khadoran laborjacks do not follow the trend toward specialization seen in countries to the south. Many of the Motherland's mechaniks are loathe to replace a steamjack's versatile hands with specialized tools such as a buzz-cutter or a rock drill when the 'jack could just grasp a 'jack-sized axe or pick in the morning and put both hands to hauling in the afternoon. While they resemble their battle-ready kin in size and strength, Khadoran laborjacks don't possess the same degree of heavy armor and consequently do not demand steam engines as massive.

The largest manufacturer of laborjacks in Khador today is the massive Zerutsk Foundry in Korsk, which produces the Kolstot heavy laborjack. There has been considerable resistance in adopting this chassis over the Laika, but as that 'jack is no longer produced its numbers are waning. Some kayazy see an opportunity for some ingenious 'jack designer to develop a more durable and efficient improvement, but thus far no one has risen to the challenge. Rumors suggest the Zerutsk Foundry may have a hand in ensuring that competing designs and designers quietly disappear.

CRYX

There is no established laborjack industry in the Nightmare Empire. Scharde raiders sometimes make use of the shipboard 'jacks they capture, but those are scrapped for parts and trophies instead of being repaired when they begin to deteriorate. Cryx's interest in steamjacks lies solely in warfare, and while they occasionally use bonejacks and helljacks to haul or to hoist in loading raiding vessels or raising large structures, the sorts of dangerous and difficult tasks that steamjacks are relied on for on the mainland are instead given to thralls. The undead don't require food or rest, and their reanimated bodies can be strengthened by dark magics and necrotechnology beyond the limits of living flesh, enough to bolster industry and commerce in the same manner as the mainland's hard-driving and tireless steamjacks. The heaviest lifting is performed by massive brute thralls, their hissing limbs and loping gait resembling a ghoulish mimicry of actual laborjack work to those familiar with the sight. While Slayers and similar helljacks have articulated hands theoretically capable of other work, these are killing machines first and foremost and are employed as such.

RHUL

There is a narrower distinction between laborjack and warjack in Rhul. For instance, a weapon mount is the only substantial difference between the Grundback Runner, a light steamjack designed to carry messages through dark and potentially dangerous tunnels, and its combat varieties the Gunner and the Blaster.

As in the human kingdoms, 'jacks expected to see regular battle are equipped with the more advanced cortexes. Nonetheless, the dwarven ethos maintains that every 'jack should serve a practical function and assist in construction, commerce, or the harvesting of raw materials. Similarly, the dwarves believe every laborjack must be able to fight and defend its operators. Not only are the fringes of Rhul subject to various natural and monstrous hazards, every dwarven clan stands ready to engage in lawful feuds with competing clans over construction and territorial rights. Steamjacks frequently play a role in these battles as well as the labors at their conclusion.

The dwarves are a hardy, practical people, and they carry those traits into their 'jack designs. Every Rhulic steamjack is a tough, high-performance machine, designed to be capable of operating under any conditions. Rhul is self-sufficient in steamjack production, requiring no imports of rare trace minerals, iron, or coal.

ORD

Ord is a much smaller nation than its neighbors to the north or south, but it possesses a healthy laborjack industry relative to its size. It produces considerably more laborjacks than warjacks and supplements this industry by importing many components from Cygnar. Turning laborjacks into warjacks by means of attached weaponry and enhanced cortex conditioning is not exclusive to Ord. Nonetheless, such retrofitted 'jacks are found in larger quantities in the Ordic Army and Navy than in armed forces of other kingdoms. This has served as a significant secondary source of income for laborjack foundries, who both in sell these chassis to the government and charge to handle the retrofitting work. The Mariner, Freebooter, and Buccaneer are all examples of chassis which have been embraced not only by mercenaries and privateers but also by the Ordic military.

As exemplified by the seaworthy 'jacks seen up and down the Broken Coast, Tordorans are no strangers to specialized laborjacks. A notable example is the stilt-legged Fenwalker light steamjack, capable of telescoping its legs when moving from moors to bog. Another is the recently designed Harpooner, which shares lineage with the Mariner now serving on whaling vessels. Secured to its ship bow by several strong chains, the Harpooner waits until the ideal moment to fire its harpoon cannon. It then expertly tightens and slackens its line to keep a speared whale driving to exhaustion. If it determines the speared animal is too large to claim safely, it releases the line via an explosive charge. Even if a Harpooner is hauled off the deck by its catch, it can continue the hunt for as long as its chains and air tanks hold out.

OCCUPIED LLAEL

Before the Khadoran invasion, Llael had a modest steamjack industry focused mostly on quality components for export. Its most popular domestic design, a versatile light steamjack called the Scullion, is a common sight on the docks in Merywyn and Leryn. The Scullion is no longer produced; its factory is now dedicated to producing Juggernaut and Marauder warjack parts. The occupiers assimilated the rest of the Llaelese steamjack industry similarly to support the Khadoran war machine. Though the city of Leryn has been "liberated" from the Khadorans, the presence of the Protectorate's Northern Crusade in this city makes it unlikely any of the facilities once held by the Order of the Golden Crucible will resume production of Llaelese designs.

PROTECTORATE OF MENOTH

The call for warjack production in the Protectorate of Menoth is loud and strong, but the call for laborjacks is hardly a whisper. Every available cortex or other steamjack component is claimed for warjacks. The Protectorate produces no distinct lines of laborjacks, but mongrels cobbled together from parts rejected or discarded by the military do exist. The best-maintained laborjacks are those that work in the foundries with the Vassals of Menoth; some of these were captured in the same operations that kidnapped those magi. The ramshackle laborjacks that work the docks, mines, and fields are currently left to a cadre of recently immigrated Old Faith mechaniks. Their self-appointed leader, Olga Petrynski, pushes her crew of four Khadoran expatriots on a constant circuit of the Protectorate in an effort to maintain the laborjacks most useful to the state's infrastructure as well as possible with no substantial support from the Temple.

LABORJACKS, THE MARKET, AND THE ECONOMY

Steamjacks are a serious investment and a powerful resource, and as such they typically change hands many times over their useful lifetimes. A steamjack will stay in the market for decades or even centuries. New laborjacks are usually financed by powerful conglomerates and are used until their owners consider them outdated or too expensive to maintain and sell them. Most laborjacks in wide use have been handed down this way and are eventually scrapped for parts or kept in the service of a dedicated bodger or mechanik who can attend to them daily.

Though older 'jacks require continual maintenance, they are often very good at their jobs. Cortexes learn and imprint behaviors over their lifetimes, so 'jacks long engaged in specific behaviors become more competent at them. This is particularly useful in fields such as mining and factory work. Unfortunately, the better adapted a 'jack is to one set of tasks, the less capable it is at others. The saying "you can't teach an old 'jack new tricks" holds true. Even wiping a 'jack's cortex does not always completely erase deeply ingrained behaviors. This means the most antiquated laborjacks may be suitable for only the simplest tasks, such as hauling. Fortunately for prospective buyers, they are priced accordingly.

Example Laborjack Costs

RHOVERO'S STEAMJACK CONSIGNMENT
AND WHOLESALE, BERCK

STEAMJACK	PRICE	NOTES
Hurly, like new	20,000 gp	Heavy steamjack
Mucker, refurbished	16,000 gp	Light steamjack
Grudgeon, almost new	18,000 gp	Light steamjack, crane
Forster "lumber-'jack"	21,500 gp	Heavy steamjack, buzz-cutter
Scullion, fine condition	19,500 gp	Light steamjack, advanced cortex!

Steamjacks are relatively expensive to keep running. There is the cost of coal to consider, and they require regular maintenance. Even if the party employing the steamjack has a mechanik on staff, tools and parts alone can prove prohibitive, and sometimes a part will wear or break that requires the services of a specialist. It's possible to keep a steamjack running for a long time on a general stock of spare parts, but sometimes a specialized component like an optical sensor or reflex trigger will break. Steamjacks operating in the wilderness, such as those in mining or logging, need to be brought to a city from time to time for this kind of specialized maintenance.

Because of these factors, steamjacks are not always employed where they might be considered useful. The largest and most prosperous farms, for instance, may employ a light laborjack or two, but generally it's more economical for agricultural work to be accomplished by hand and draft animals. Likewise, a mechanik in a large town might rent his steamjack's services out to the community to offset its maintenance cost, which is usually more than the help it offers in his shop is worth.

'Jack Depreciation

The prices of new 'jacks can be daunting to an intrepid 'jack handler or novice adventuring bodger. These prices can be reduced substantially for ancient rusted hulks, however, allowing those machines to find broader use and accessibility. A used 'jack always drops in price when resold, and each decade its value drops again. A 10% reduction in value per change of hands or decade in service is a good rule of thumb, allowing for variance due to the severity of use or the quality of regular maintenance. A particularly old and battered 'jack might be found for as low as 10% of its listed cost.

Discounted machines have problems and drawbacks equivalent to the bargain cost. A 'jack might requires twice the coal of a new model or run dry twice as quickly due to leaks, for example. One of the most important factors in a 'jack's depreciation is the integrity of its cortex, the most expensive component and one that cannot be replaced. *No Quarter* #24 will feature an article on 'jack quirks, the most severe of which can be applied to these ancient wrecks. These can include such drawbacks as being nearly deaf to commands (incurring a 'jack handling DC penalty) to being prone to behavior that might injure the handler or others, such as with a machine that is unaware of any people in its way when walking around. Similarly, a 'jack's hit dice, hit points, BAB, and other attributes should be reduced in amounts commensurate with its reduced value.

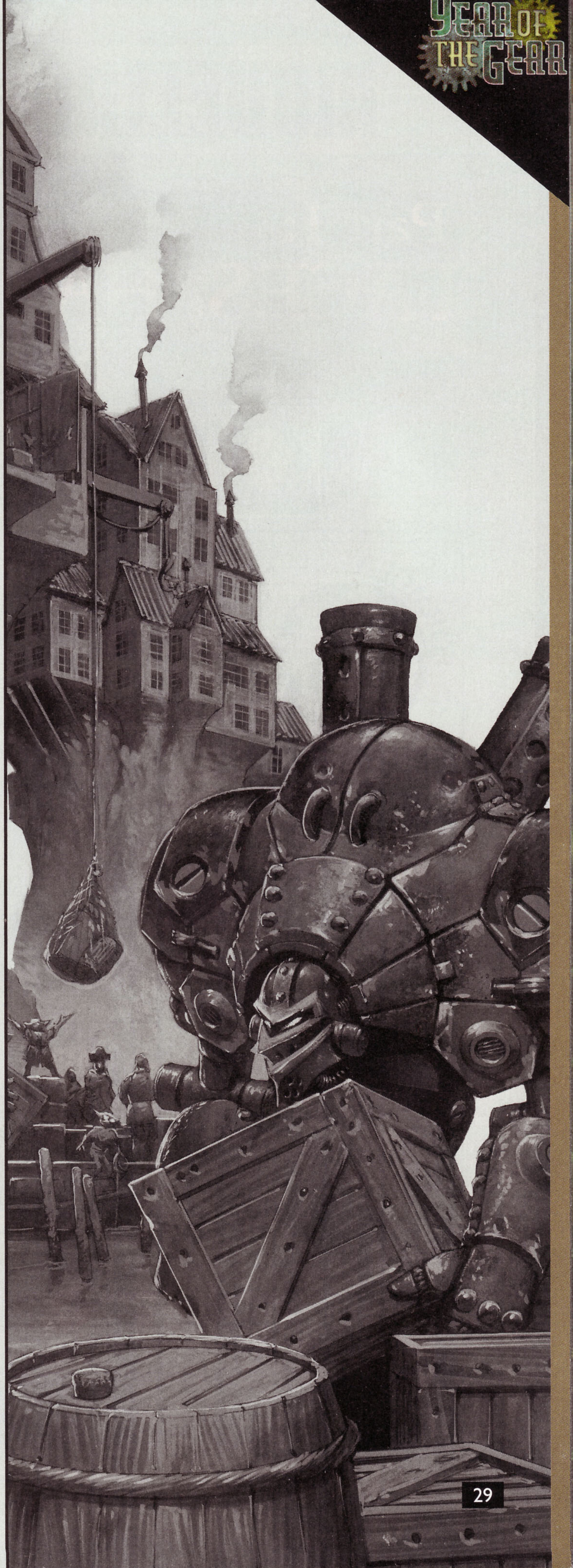
An alternative approach would be to allow the 'jack to operate at normal functionality if a bodger or mechanik spends a set amount of time (such as one hour a day) working on it and makes a successful Craft (Mechanika) check. The DC for this check can range from 12–30 depending on the condition of the 'jack, with a failure of 5 or more resulting in immediate shutdown and requiring an entire day to repair and a nominal GP cost for replacement parts (d20x10 gp).

The cost and time required to maintain decrepit 'jacks should eventually motivate any mechanik to upgrade to something better. Bodgers should be afforded greater leeway in keeping such machines running because of the nature of that class.

Occupying the lowest spot in the steamjack economy are the folk called junkers. Mechanically inclined vagabonds and roustabouts, junkers are freewheeling spirits dedicated to making their own way with technology's help and without settling down. Junkers are considered poor and disreputable by most and move about alone or in caravans to collect and exploit the mechanical and mechanikal detritus cast off by others. They are the last hands that steamjacks end up in after the scrap heap. Experts at salvage, they refurbish busted, rusted, and otherwise trashed components for use and resale and sometimes even reassemble and maintain entire steamjacks. One group of junkers, a wandering tribe led by "Vog" Vogarageranuman (male gobber Bgr12) that plies a circuit across Cygnar and Ord, hires out a "post-market" steamjack they've assembled from scrap to do odd jobs for those who can't afford a full-time laborjack and handler.

Vogarageranuman's Junker Caravan Service	**Price***
Barn Raising	10 gp/wall
Field Tilling	5 gp/acre
Demolition	2 gp/hour
Gorax/Bridge Troll Wrestling	10 gp/bout + 1/2 repair cost
Ditch Digging/Irrigation	1 gp/hour
Creek Damming	3 gp/hour
Well Digging (pile driver provided)	5 gp/hour

* *Does not include 1 gp/hour for fuel, water, and maintenance.*



MODELING & PAINTING

By **Matt DiPietro**, Studio Painter

Part 1:

FACES, HAIR, AND SKIN

- Males -

The face is among the most important areas of miniatures painting—and one everyone struggles with at first. We are all intimately familiar with the face and its nuances of expression. Because of that, an observer will instantly be able to tell something is wrong if an error is made in painting it, even if they don't know what the problem is.

To cover the ins and outs of this subject we are devoting two issues of Modeling and Painting to the subject of painting flesh and faces. In this column we'll cover male flesh and faces, complete with different types of hair, tattoos, and stubble. In the next column we'll cover female flesh and faces, along with lips, makeup, advanced hair techniques, and more.

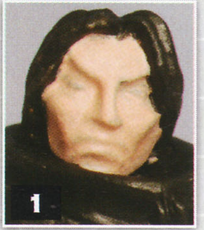
FORMULA P3™

What You'll Need:

- Flesh Wash
- Khardic Flesh
- Midlund Flesh
- Thamar Black

SIMPLE FLESH

To start things off we'll learn a simple way to paint flesh that painters of most any skill level will be able to try without much difficulty.



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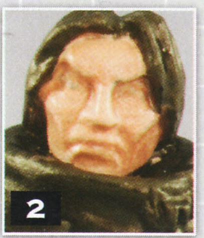
Step 1) Basecoat the flesh and face with Midlund Flesh.



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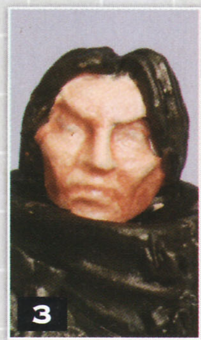
Step 2) Mix some Khardic Flesh with a couple of drops of Flesh Wash and give the face and skin a light wash of color. As with any wash, the paint will gather a bit in the recesses of the model to give a sense of depth.



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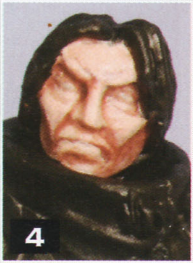
Step 3) Paint Flesh Wash on its own into the recesses of the eyes, cheeks, and mouth. Also trace a line along the ridge of the brow separating the brow from the rest of the forehead.



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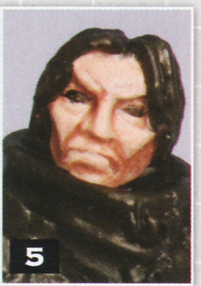
Step 4) Highlight the face using Midlund Flesh. Highlight the forehead, eyebrows, cheekbones, nose, chin, upper and lower lip, and if possible the upper and lower eyelids.



5

Step 5) Using Thamar Black, clean up the outline of the face so it separates from the rest of the hair and body. At the same time paint the eyeballs black as well, to get ready for painting the eyes.

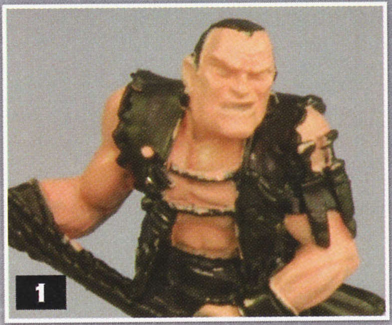
ADVANCED FACES

While the simple way of painting flesh is a good place to start, these more advanced techniques will help you bring your models to life.

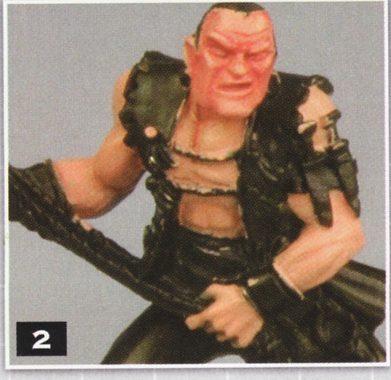
FORMULA P3™

What You'll Need:

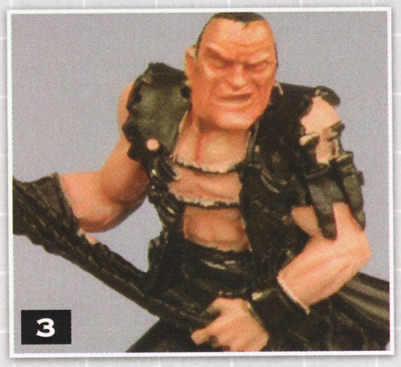
- Bastion Grey
- Battledress Green
- Midlund Flesh
- Red Ink
- Ryn Flesh
- Skorne Red
- Thornwood Green



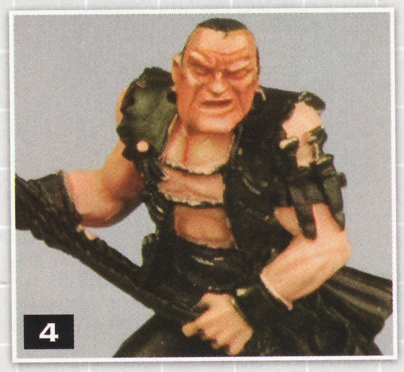
Step 1) The first step is to basecoat the face in Midlund Flesh. Keep your paint thin, and make sure your basecoat is solid and uniform before proceeding.



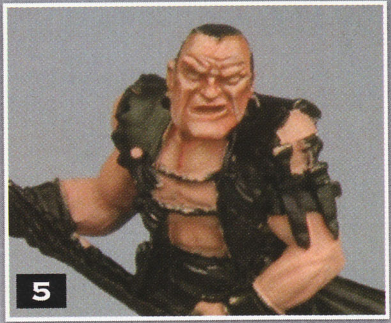
Step 2) The next step is to shade the face using a mixture of Skorne Red and Midlund Flesh.



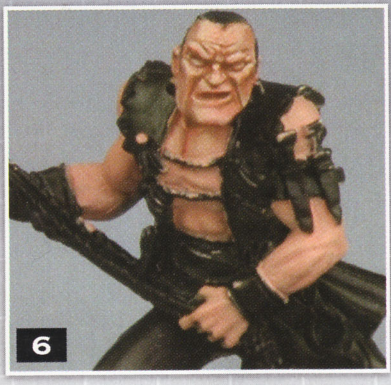
Step 3) Mix some Battledress Green with more Midlund Flesh and apply a second shade. The green and red should cancel each other out, leaving a realistic skin tone.



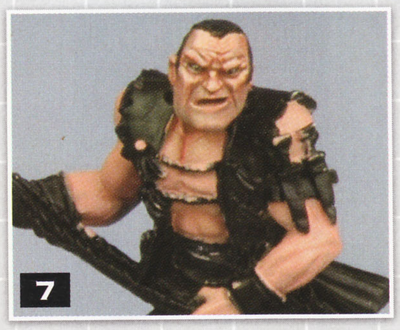
Step 4) Next mix Battledress Green with Skorne Red and use this color to define the lines of the face with a fine detail brush. Take care to precisely define the eye sockets, brow line, nose, lines of the cheek, furrows in the brow, and crow's feet around the eyes.



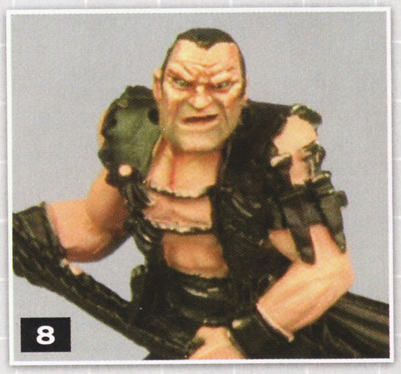
Step 5) Use a 50/50 mix of Midlund Flesh and Ryn Flesh to apply some highlights to the cheekbones, forehead, nose, upper lid, and eyelids.



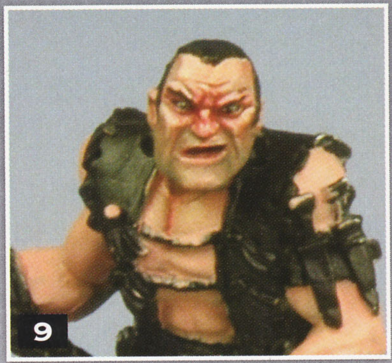
Step 6) Using Ryn Flesh and a fine detail brush, define the lines of the face. Pay particularly close attention to the forehead, eyebrows, cheeks, and nose.



Step 7) Every adult male has a "five o'clock shadow" that needs to be painted to make the face look real. Mix Midlund Flesh with Bastion Grey and thin the mixture with water. Apply the paint in multiple super-thin coats to the chin, jaw line, and upper lip.



Step 8) Because this model is a pirate and probably has stubble instead of just a five o'clock shadow, mix some Thornwood Green with Midlund Flesh and lots of water and repeat the process from step 7.



Step 9) Our face looks quite good at this stage, but to add some extra expression take a drop of Red Ink and add a lot of water to dilute it to glaze consistency. By applying this glaze to specific parts of the face we can imply all sorts of things. In this case we painted it on the nose, lower eyelid, and central brow and forehead. A red nose implies the subject is a drunkard; the reddish lower eyelid implies he is weary or battle hardened; the red central brow implies he a belligerent and a bruiser. Other places to apply the red are the ears (to show anger or shame) and the outer part of the cheekbones (to give the face a flush of health or embarrassment).

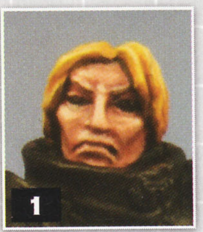
EYES

While the simple way of painting flesh is a good place to start, these more advanced techniques will help you bring your models to life.

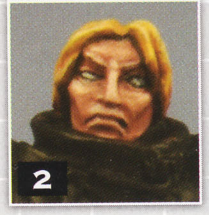
FORMULA P3™

What You'll Need:

- ☐ Menoth White Highlight
- ■ Thamar Black

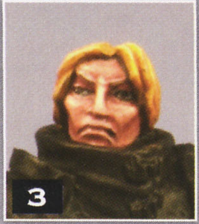


Step 1) Start by painting the eyeball Thamar Black using a fine detail brush. To get that perfect almond shape it can be helpful to paint the eye in two strokes so that the sharp tip of your brush is used to paint both corners of the eye.

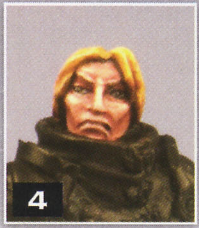


Step 2) The next step is to carefully paint the eyeball using Menoth White Highlight. The important part of this step is to leave a rim of black showing all the way around the eye.

EYES CONTINUED



Step 3) Apply a round dot of Thamar Black to the eyeball as a pupil. The position of this dot is very important for the expression of the model; if it does not match the action and expression of the rest of the model, it makes the whole figure look off.

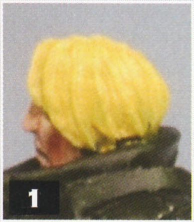


Step 4) To make the eye look even better, apply a dot of Menoth White Highlight to the center of the pupil to represent light glinting off the eyeball.

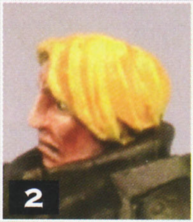
STRAIGHT HAIR

What You'll Need:

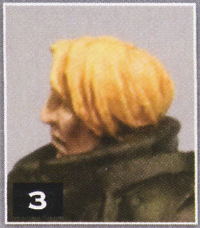
- 🟫 Bloodtracker Brown
- ⬜ Menoth White Base
- 🟨 Moldy Ochre
- 🟨 Rucksack Tan



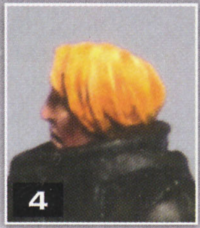
Step 1) Basecoat your model's hair in Moldy Ochre. Make sure you leave a line of black separating the face and the hair.



Step 2) Use water to dilute some Rucksack Tan to wash consistency and apply it to the hair in an even coat.



Step 3) Dilute some Bloodtracker Brown to wash consistency and apply it to the tips of the hair and the part of the hair.

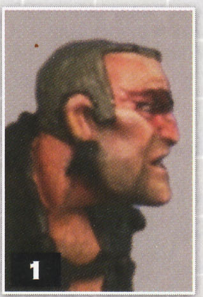


Step 4) Load your brush with Menoth White Base and wipe most of the paint off. Using the side of the brush, run the brush along the top of each strand of hair to establish the highlights.

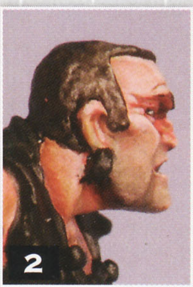
SHORT HAIR

What You'll Need:

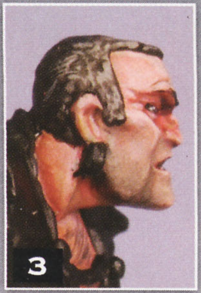
- ⬛ Bastion Grey
- ⬛ Cryx Bane Highlight
- ⬜ Menoth White Highlight
- ⬛ Thamar Black
- ⬜ Trollblood Highlight
- ⬛ Umbral Umber



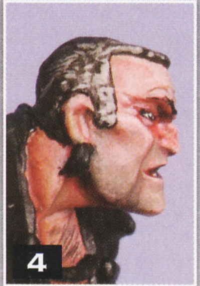
Step 1) Start by basecoating the hair in Bastion Grey, making sure to leave a rim of black to separate the hair from the face.



Step 2) Mix some Umbral Umber with Thamar Black and dilute with water to wash consistency. Apply this wash evenly to the entire head of hair.



Step 3) Drybrush some Cryx Bane Highlight around the temples and sideburns. Using the side of a normal small brush instead of a drybrush will help keep the paint on the hair and off the finished face.



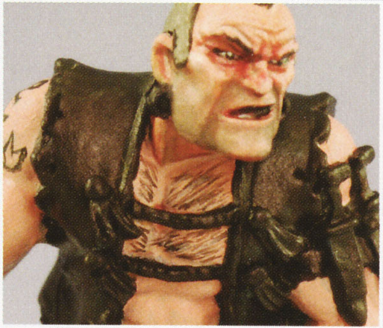
Step 4) Apply a lighter drybrush of Trollblood Highlight mixed with Menoth White Highlight in the same as described in step 3.

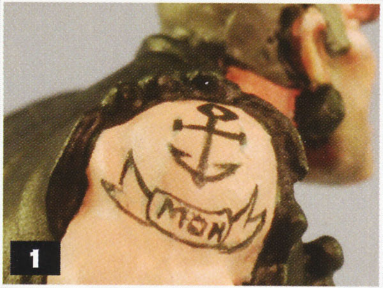
TATTOOS AND BODY HAIR

Now that we're finished with the face and hair we can move on to painting the rest of the flesh. At the same time, we'll learn how to paint tattoos as well as hairy chests and arms.

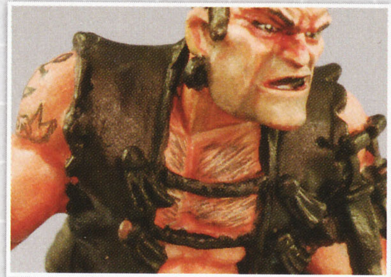
What You'll Need:

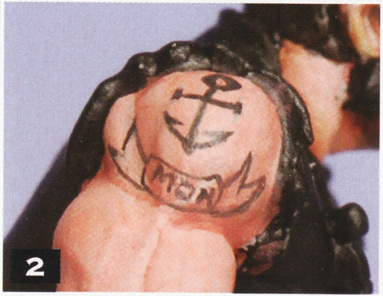
- 🟩 Battledress Green
- 🟩 Coal Black
- 🟥 Khardic Flesh
- 🟧 Midlund Flesh
- ⬜ Mixing Medium
- 🟩 Skorne Red
- ⬛ Thamar Black
- ⬛ Umbral Umber



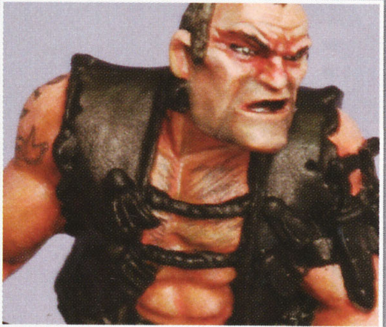


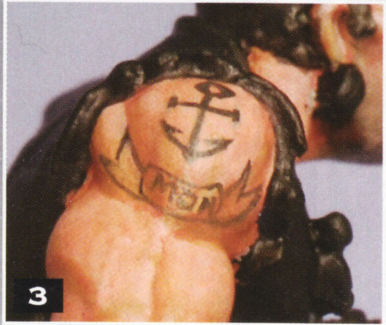
Step 1) Like the face, basecoat the rest of the flesh in Midlund Flesh. After the basecoat is solid and dry, use a mixture of Umbral Umber and Thamar Black and paint hair on the exposed chest or arms of your model using a fine detail brush. For the tattoo mix Coal Black with Thamar Black and paint your tattoo in the desired design. In this case we've painted an anchor with a banner that says "Mom." Awwww. A big advantage with this method of tattooing is that you can easily fix any mistakes by reapplying the basecoat.



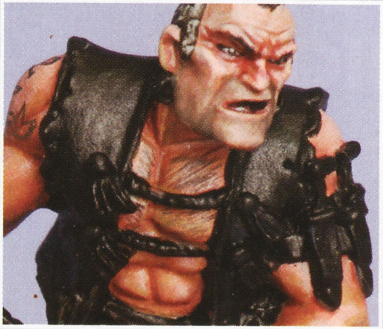


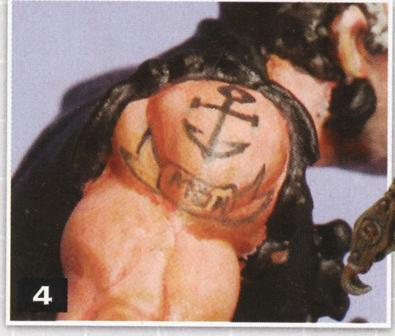
Step 2) From this point on, the flesh is shaded and highlighted in a very similar way to the face with a couple of notable exceptions. The first is that we'll be mixing lots of Mixing Medium in with our paint to increase the translucency so that our hair and tattoo are visible through multiple layers of paint. The second difference is that we'll be mixing our green and red with Khardic Flesh instead of Midlund Flesh. This will make the face appear brighter and cause it to draw the eye and keep it there due to value contrast. Keeping these two things in mind, mix Skorne Red with Khardic Flesh and lots of Mixing Medium. Apply a shade using the resulting color.



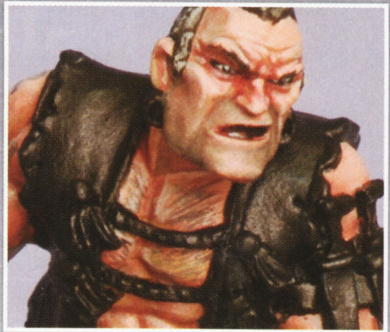


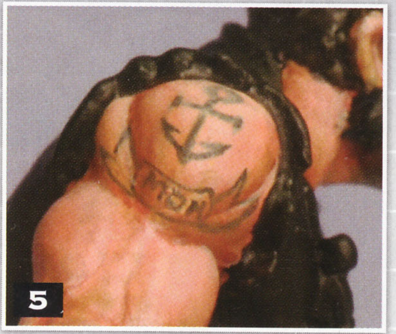
Step 3) The second shade is Khardic Flesh mixed with Battledress Green and lots of Mixing Medium.



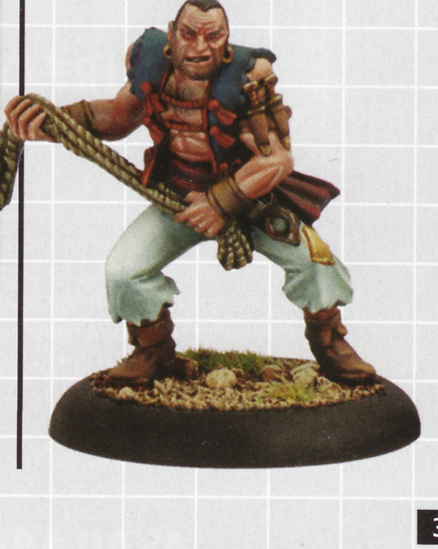


Step 4) Mix Battledress Green with Skorne Red and paint some lines to separate and define individual muscle groups.





Step 5) Lastly, mix Midlund Flesh with lots of Mixing Medium and apply some highlights. If any areas of the tattoo or chest hair have been obscured by paint applications that were a bit too heavy, a little bit of careful clean up at the end can bring the details back to the surface.



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1

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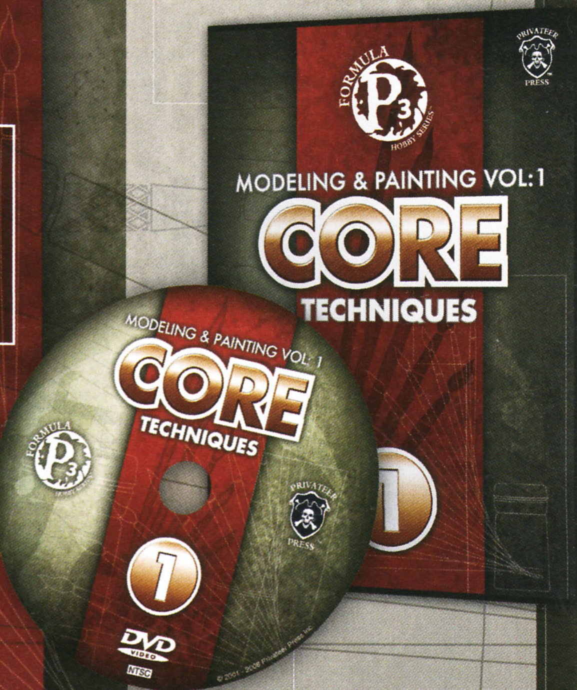

RIDDLED WITH BULLETS CHALLENGE

Scraped paint and dented metal... Bullet holes, burns, and gashes... Showing off battle damage !

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Take a digital photo of your creation. Then, check out the rules and submission guidelines at:

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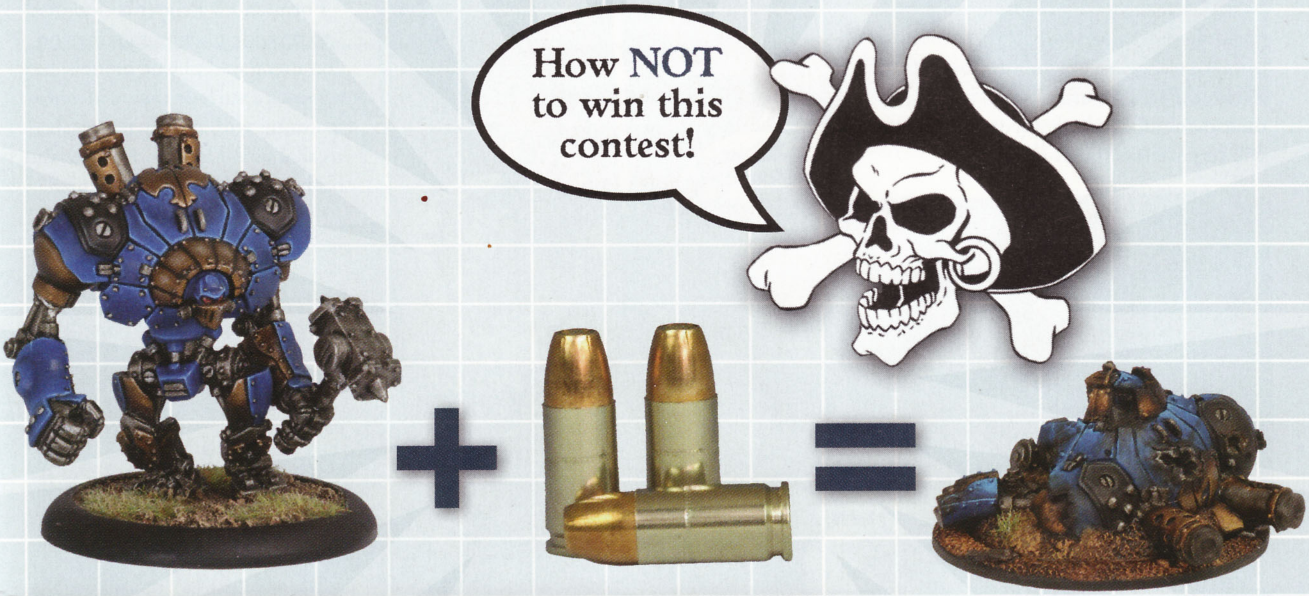

How NOT to win this contest!

See the Winner of the Hiding in Plain Sight Challenge from No Quarter #21 on page 95!

MODELING & PAINTING

By **Rob Hawkins**, Hobby Content Manager

ALL NEW FORMULA P3™ PRIMER

PRIME YOUR MODELS RIGHT THE FIRST TIME.

Hobby Content Manager Rob Hawkins provides a preview of the new Formula P3 Primer and demonstrates the techniques for proper use which will result in a clean, even primer coating on your models.

WHY PRIME YOUR MODELS?

All models, whether metal or plastic, benefit from a primer coating prior to painting.

Most acrylic paints will not properly adhere to the bare surface of a model, which results in a patchy coating—or worse, a coating that will not hold up to continuous handling during gameplay. Spray primer creates a smooth, even finish without the inevitable brush strokes that result from brush-on primers. This coating provides a surface that acrylic paints will adhere to, and paint applied to a primer coating will be more resistant to chipping. Your models will retain their paint jobs for many years and will require less touch-up work.

The color of the primer can also speed up your painting process. Black primer is useful when working from a dark base. The deep recesses of the model are already dark, requiring less shading. Drybrushing metal on warjacks is best over black primer, for example. White primer is useful if you want a brighter paint scheme. Washes and inks can be used to quickly add color and shade a model directly over white primer.

Formula P3 Primer is designed to provide maximum adhesion on metal and plastic models and creates a surface that is ideal for painting with acrylic paints. It is available in black and white, and both colors have a matte finish.

FORMULA P3
WHITE PRIMER
FORMULA P3
BLACK PRIMER

SAFETY FIRST!

Formula P3 products are recommended for ages 14 and up. They are not for children and should always be handled with care under the supervision of an adult. If handled improperly, serious injury or health risks can result.

Before working with spray primer, read and follow all the safety precautions on the product's packaging, and use all recommended safety equipment.

Ensure the area where you are spraying is protected with newspapers and is properly ventilated, like an open garage. Wash your hands thoroughly after handling spray primer or metal miniatures, and store your primer in a cool, dry place out of reach of children.

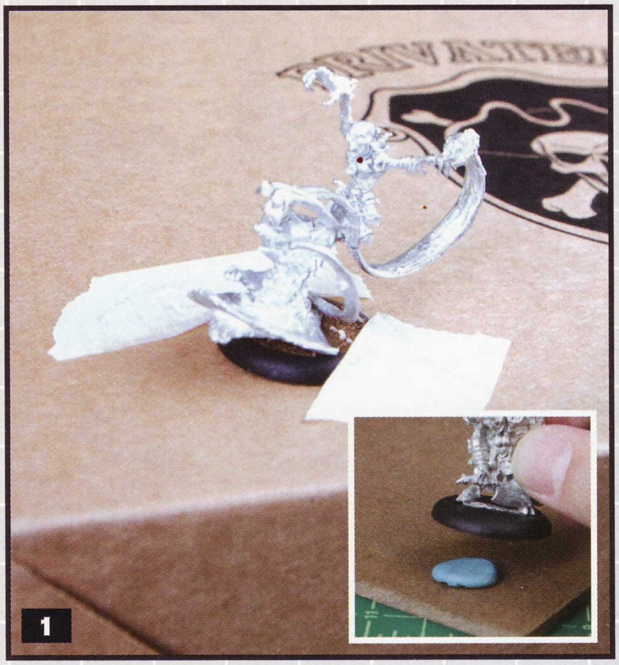
Models are not toys, and neither are the products used to assemble and paint them. Always use good judgment when working, and remember: SAFETY FIRST.

PRIMING 101

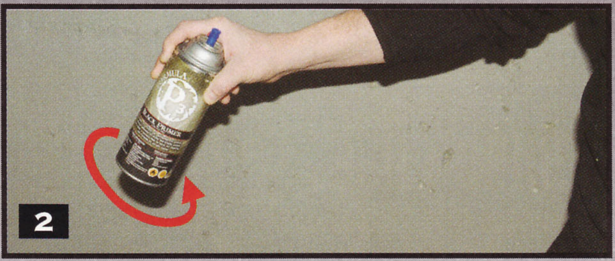
Priming models is fairly straightforward, but there are some important things to remember. Following these steps will help ensure smooth, even coverage on your models every time.

Before using Formula P3 Primer, be sure to read and follow all of the cautions on the printed label. Wearing some kind of respiratory protection is strongly recommended.

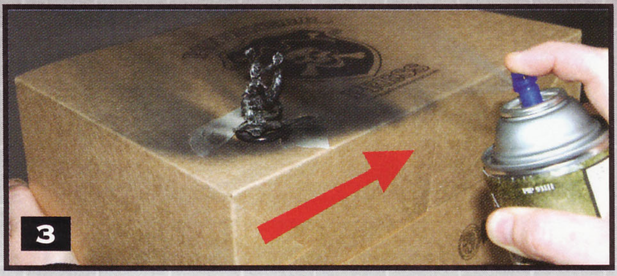
Because the fumes can be harmful, it is important to spray outside or in an open garage. Weather, therefore, becomes a factor in the quality of the spray. Priming in extremely hot or cold weather can affect any primer; for the best results, prime when the temperature is between 60° and 92° F with less than 60% humidity.



Step 1) Affix your model to a box or a board with masking tape or Blu-Tack®. Whichever method you use, it is important to be able to reposition the model without touching it so you can spray every angle and ensure complete coverage.



Step 2) Shake the can thoroughly for at least one minute. Shake back and forth vigorously, and then hold the can by the top (not by the cap) and rotate in a swirling motion. If you can hear the agitator ball move freely around the bottom of the can, the paint in the bottom of the can is being mixed thoroughly.



Step 3) Hold the can about 12" from the model and spray with an even, sweeping motion. Cover each angle, and let each coating dry for 10 minutes before adding another. A single heavy coat can obscure the model's detail, so applying two or more light coats in this way will ensure complete coverage while retaining the detail.

Step 4) After each use, hold the can upside down and spray until only clear gas comes out. This will ensure paint does not dry in the nozzle.

That's all there is to it! The primer will be dry to the touch in about 30 minutes and ready to paint in just over an hour. For the best results, allow the model to dry overnight before painting it.

CONCLUSION

If you follow these steps you will get great results every time when priming. For a better visual aid, check out the *Formula P3 Hobby Series DVD Modeling & Painting Volume 1: Core Techniques*. Look for Formula P3 Primer wherever Privateer Press products are sold.

SHOWCASE:

LEGENDS DIORAMA

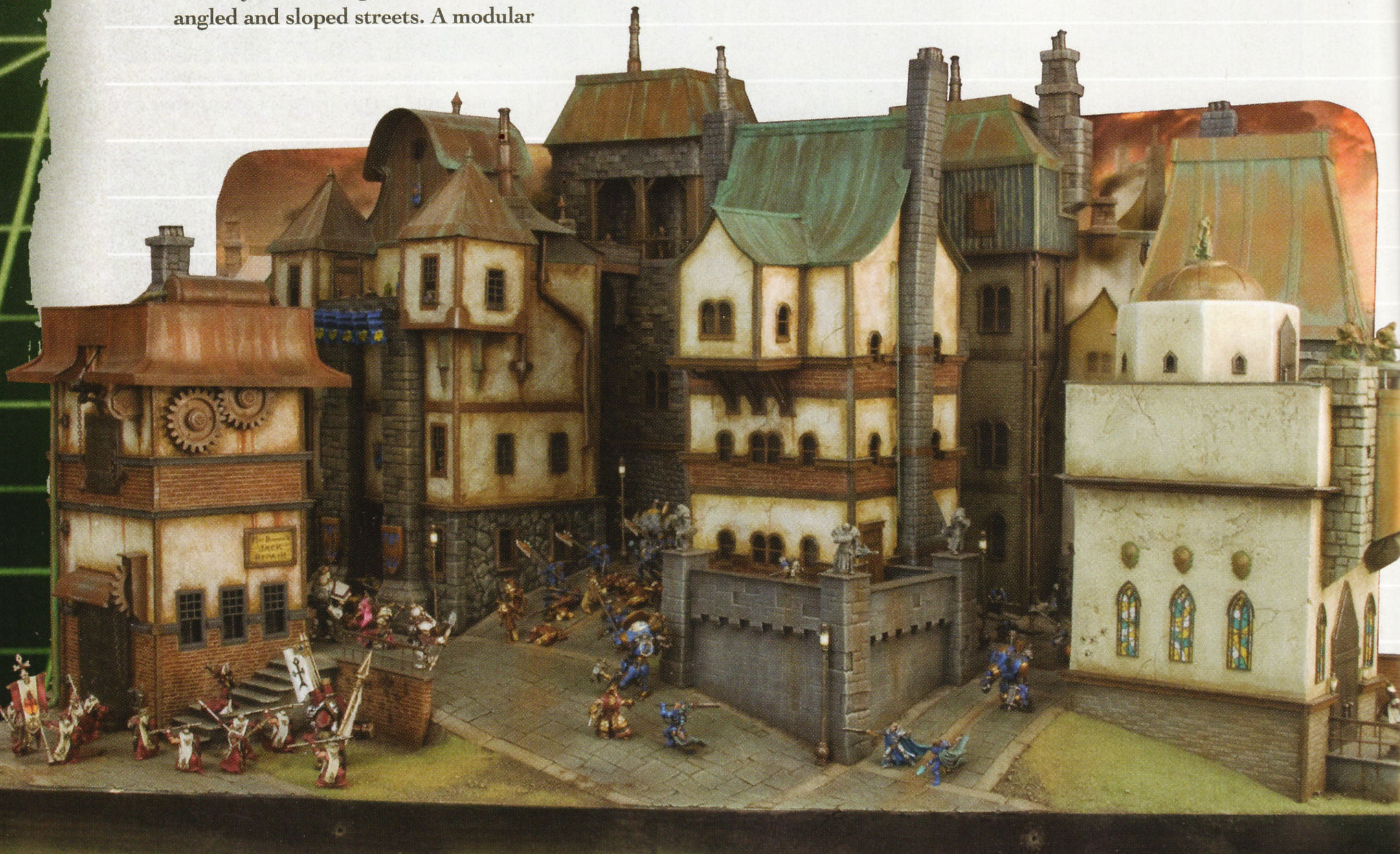
Hobby Manager Rob Hawkins produced some intricately detailed terrain for the release of WARMACHINE: Legends*. This terrain was used to showcase the models in the rulebook and was also displayed at Gen Con as a fully realized diorama re-creating scenes from the storyline.*

In this article he shares the techniques used to create the city, focusing on some of the details, so that you can make themed buildings and urban battlefields for your own games in the Iron Kingdoms.

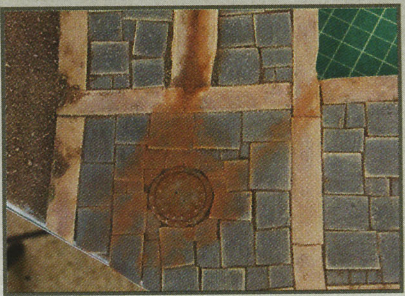
by **Rob Hawkins, Hobby Manager**

The buildings on the *Legends* display table are static fixtures that plug into slots in the surface. A fixed layout like this allows you to create more dynamic compositions with angled and sloped streets. A modular battlefield requires a flatter surface to accommodate the buildings, but it will allow you to set up a different city layout for each game.

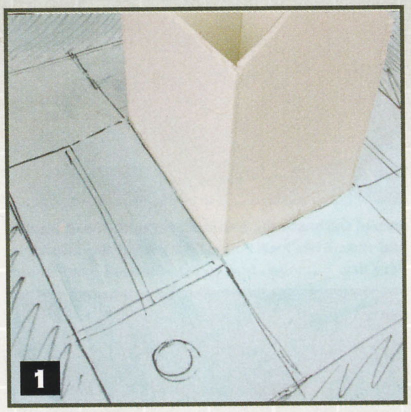
For the purposes of this tutorial, I have re-created a small portion of the streets and replaced the Morrowan chapel with a new plug-in building.



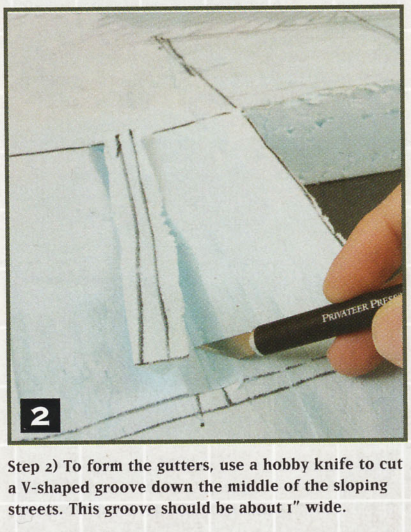
Flagstone-Paved Streets



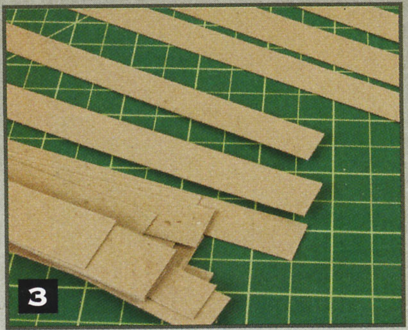
As with any terrain project, it is best to start at the base and work your way up. To build the city of Caspia, I began with the table surface and planned the city layout. The streets and other surface elements were all constructed and painted before I attached the buildings.



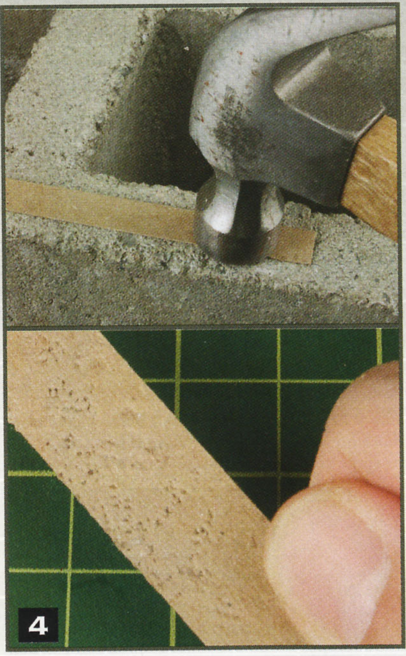
Step 1) Shape the contour of the table's surface and draw out where the streets will be. If you want a fixed, static table like ours, you will need to construct the foam core framework for your buildings and trace the footprint of each one. Use this footprint as a guide to cut a recessed channel in which the building can sit. If you are planning a modular city, you will not need to cut out areas for the buildings, but be sure to leave several level positions where buildings can be placed.



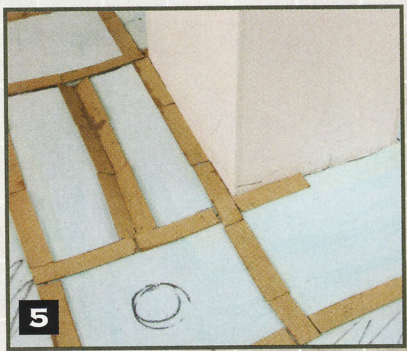
Step 2) To form the gutters, use a hobby knife to cut a V-shaped groove down the middle of the sloping streets. This groove should be about 1" wide.



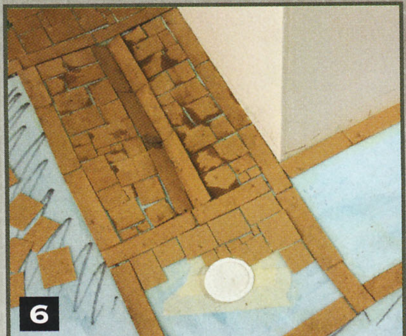
Step 3) Cut a sheet of thick card stock into long strips of varying widths. Make sure you have some strips that are 1/2" wide to use for the gutters.



Step 4) Lay each strip of card on a rough surface (like this cinder block) and firmly tap along the entire length of the strip with a hammer. The opposite side will acquire the rough texture of the surface. If you don't have a cinder block handy, you can use the sidewalk, a cement porch, or a brick wall to create a similar effect. After you apply the texture, cut the long strips into the smaller "flagstone" tiles that will cover the streets.



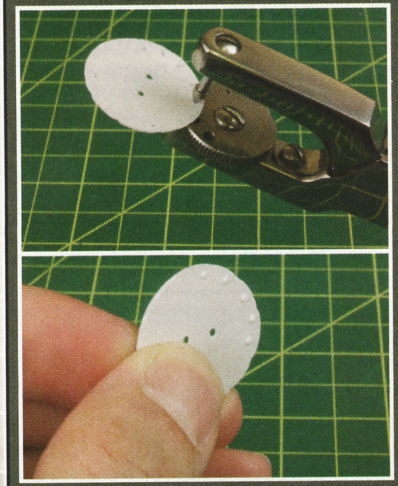
Step 5) Cut the 1/2"-wide strips for the gutters into 2" lengths. Glue these, textured side up, along the edges of the streets and into the gutter grooves you cut earlier, and then frame any intersections. Apply the strips with a thin layer of wood glue and wet them to help keep them from curling. If they do start to curl, apply a little more water to the top surface and smooth them back down.



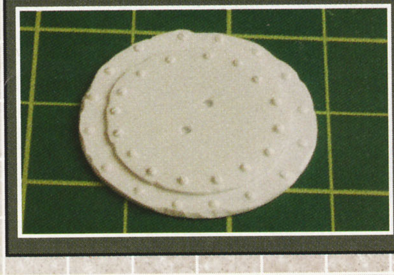
Step 6) Place strips of masking tape in the center of the intersections and use Formula P3 Super Glue to affix the manhole covers. The tape will prevent the glue from dissolving the foam. Spread a thin coat of wood glue in the center of the street and lay the small tiles from step 4 into the glue. Once the area is filled, wet the tops of the tiles with a brush to keep them from curling too much. (A little curling is okay, as it will enhance the worn look of the street.) Be sure to leave a little room around each tile when placing it. You will need to custom-cut some smaller tiles as you go to fill the occasional gaps between the larger stones. Glue the tiles around the manholes.

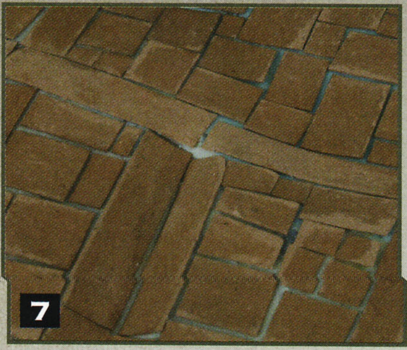
EASY RIVETS

A rotary hand sewing punch will allow you to make quick and easy rivets in styrene card. Use it to press small circular divots into the plastic; the reverse side will have rivet-like pimples. This will save you from having to cut and glue hundreds of small plastic chads!

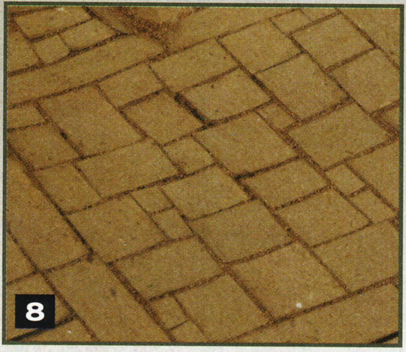


To make the manhole covers, cut two circles from styrene card. The first should be 30mm in diameter and the other 23mm in diameter. Notch the edges with a hobby knife, and then use the rotary punch to create a ring of rivets around each circle. Drill two holes in the center of the smaller circle and glue it atop the larger circle to create dimension.



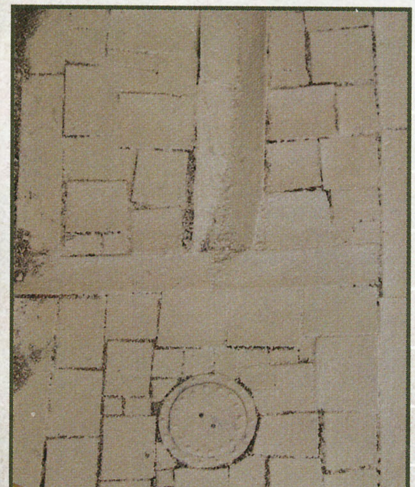


Step 7) After the glue has completely cured, sand the surface of the street with fine-grit sandpaper. This will smooth the sharp edges of the tiles and give the street a worn, well-traveled appearance.

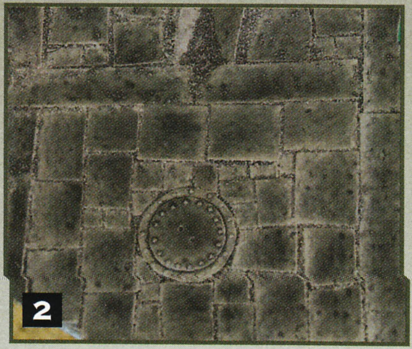


Step 8) Generously spread a 50/50 mix of water and wood glue over one portion of the street. Ensure that it seeps into the recesses between the tiles, then wipe the glue from the surface with a paper towel. Use medium heat from a hairdryer to quickly dry the surface of the tiles while keeping the glue in the recesses wet. Before the glue in the gaps dries, gently spread fine ballast over the area so that it falls into the cracks. Pour the excess off of the surface and carefully rub any stray particles from the tiles with your fingers. This results in a realistic-looking flagstone street. Repeat this for the rest of the board, completing one portion at a time until all the streets are finished.

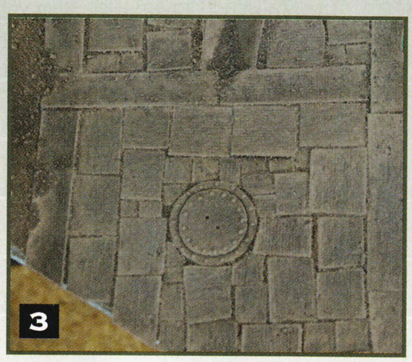
Painting the Street



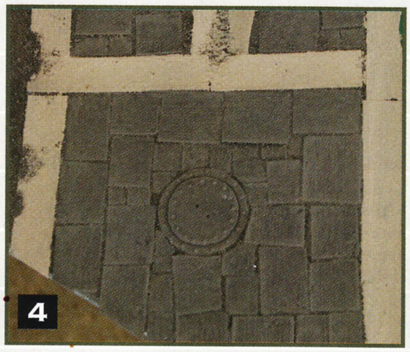
Step 1) Over black primer, basecoat the entire street with Bastion Grey.



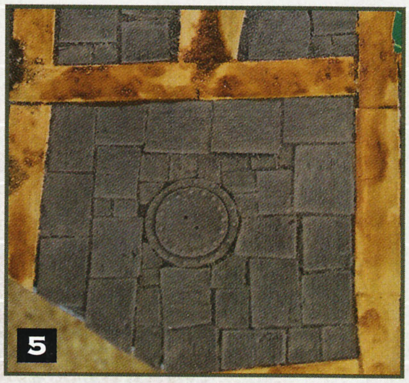
Step 2) Thin some Armor Wash and add a few drops of Coal Black. Wash the entire street with this mix. If the wash starts to pool, blot the excess with a paper towel. Brush over the surface until you get a nice, even coat. Allow it to dry thoroughly.



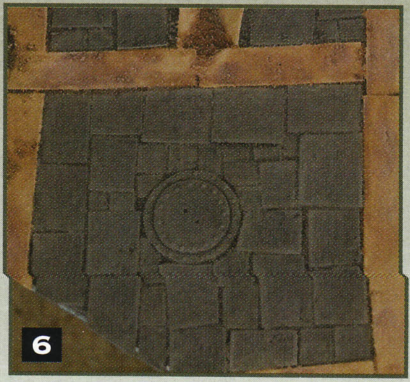
Step 3) Drybrush the street with a 60/40 mix of Iron Hull Grey and Bastion Grey. Wipe as much paint from the brush as possible and keep it very dry.



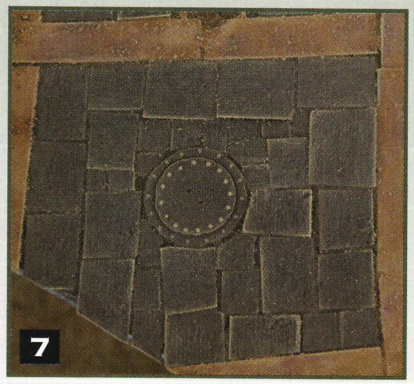
Step 4) Basecoat the thin strips with a 50/50 mix of Trollblood Highlight and Hammerfall Khaki.



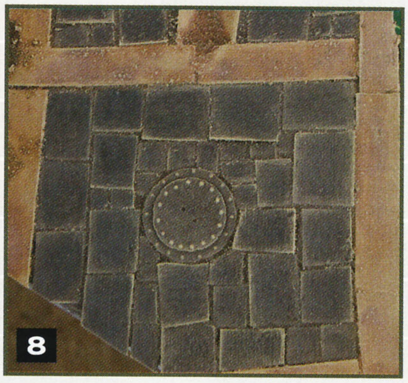
Step 5) Add some Armor Wash to Brown Ink to darken it a little, and use that to wash the thin strips. Use a large drybrush for this step, and don't let the ink pool on the strips. Allow the wash to dry thoroughly before moving on. Save this wash mix for later.



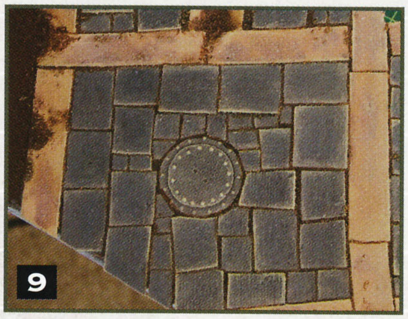
Step 6) Use a large flat brush to drybrush Hammerfall Khaki on the strips. Keep the brush very dry for this step.



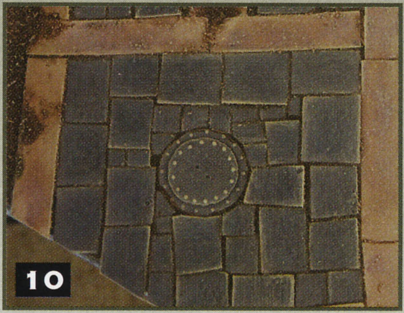
Step 7) Drybrush the entire street with Thrall Flesh and then with 'Jack Bone. Again, keep the brush very dry.



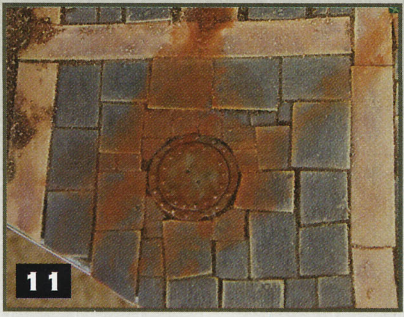
Step 8) Mix a 50/50 wash of Coal Black and Iron Hull Grey. Water it down a lot and paint a thin coat into the center of each grey flagstone tile. This will help diffuse the rough texture created by earlier drybrushing.



Step 9) Paint the Brown Ink wash you mixed for step 5 into the cracks between the tiles. Give the larger piles of sand a coat as well. This step is very tedious, but it will definitely make the flagstones stand out.

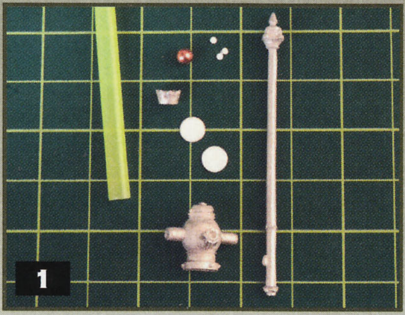


Step 10) Paint the ground according to your preference, and then use Menoth White Highlight for a final (very dry) drybrushing over the entire board, including the streets and ground.

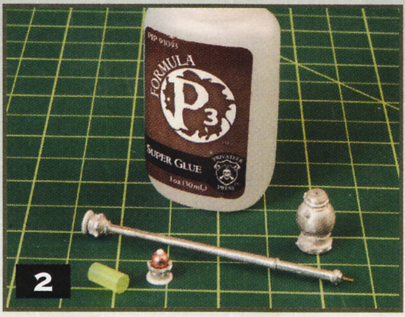


Step 11) You can give the manhole cover, gutters, and other features a rusty appearance with a wash of Brown Ink and Bloodstone. The manhole cover can be painted with Pig Iron first for added depth. Wash the Bloodstone and Brown Ink in gutters and around the manhole to indicate rust runoff. Finally, paint this wash along hillsides where any water runoff would actually travel and collect.

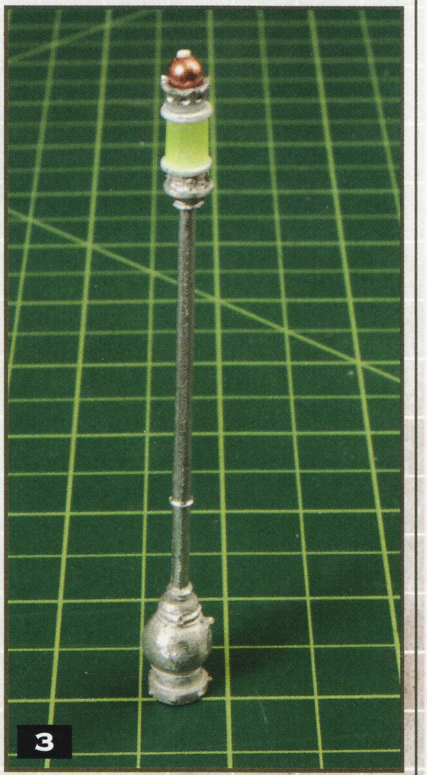
Street Lamps



Step 1) These lamps are built from the following WARMACHINE components:
Khador Winterguard mortar, Uhlan blasting lance, and the Testament of Menoth's smokestack crown. Use a standard hole punch to create two small disks from a sheet of plastic card. These will be combined with a BB and a short length of a plastic drinking straw to form the top of the lamp.

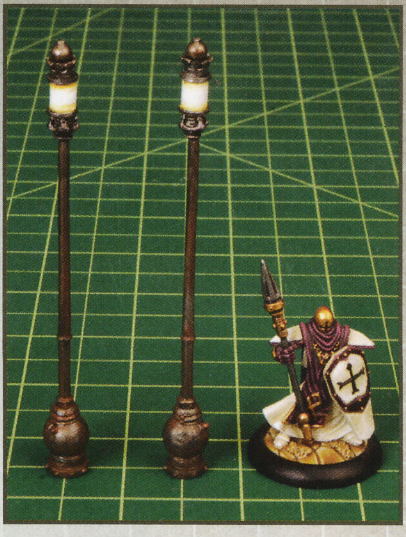


Step 2) With clippers and a file, remove the pegs and the hand from the mortar. Remove the lever and tip from the blasting pike. Pin the pike atop the mortar with a .85mm brass rod, and use the BB to cover the hole in the crown. Add a single rivet to the top of the BB to complete the lamp cover.



Step 3) Use Formula P3 Super Glue to attach the length of straw between the two card circles on the lamppost and the lamp cover. The complete street lamp will be about four inches tall.

Painting the Street Lamps



Painting the street lamps is simple: Basecoat the lamppost with Pig Iron, and then wash it with Armor Wash. Thin some Bloodstone and wash it in patches over the metal to create a rusty appearance. Basecoat the lamp light with Moldy Ochre and paint the highlights in layers, adding Morrow White to the Moldy Ochre until the center of the lamp light is pure Morrow White.

Iron Kingdoms Themed Buildings

The building I am constructing for this article needs to fit into both the existing display and the new streets I have constructed. Because the *Legends* display has porch steps affixed to the table base, I need to take care to ensure the door will sit at the proper level. The new street has been designed so the Morrowan chapel and this new building can be similarly recessed, allowing their doors to sit at ground level.

If you create traditional, modular buildings with a flat base, the doorsteps, chimneys, and other details will simply be flush with the building's bottom. Because I am designing a plug-in building, these details will extend down only to the ground level. I have marked a "ground line" for each display on the building, and as I work I will constantly need to check its fit in the table, making sure all the added details will sit properly on the street.

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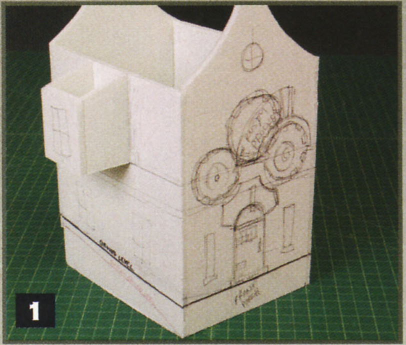
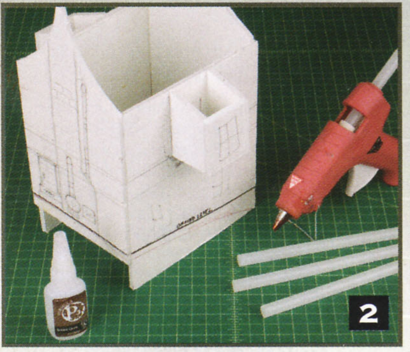
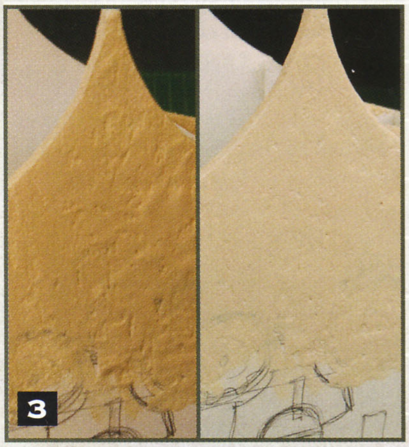


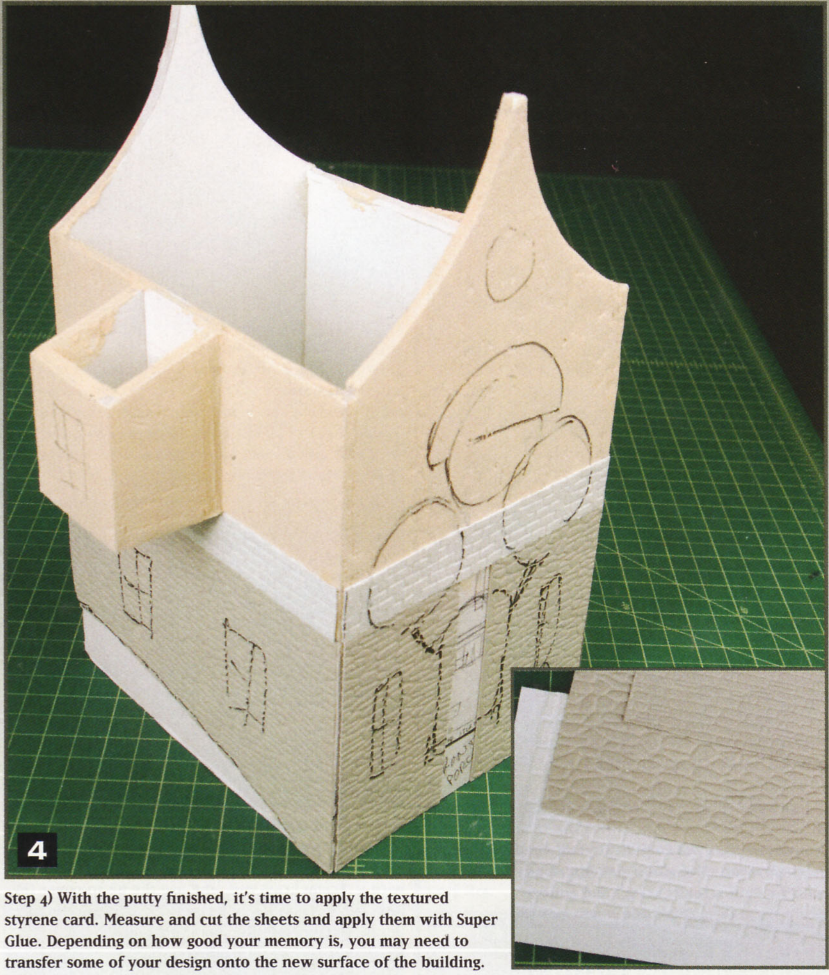
Step 1) Decide what the building will be. A church? A warehouse? A residence? Perhaps a workshop? Consider how the function of the building should affect its design. Build the basic shape from foamcore and sketch out the placement of details like windows, doors, pipes, and trim. This building will be a pub called The Rusty Sprocket. Above the entrance, the pub sign will incorporate a series of old gears left over from the building's days as a 'jack repair shop. A large chimney will stand on the rear wall.



Step 2) Use a hot glue gun to attach all the foamcore walls and Formula P3 Super Glue to attach all the plastic and basswood components. Details like the protruding windows can be added during the basic construction or, in this case, as the building evolves during planning; attach cubes of foamcore to each side of the building to create the window housings. Angle the tops to accommodate the continuing slope of the roof.



Step 3) Textured plastic card can easily simulate stone or brick walls. Wood filler putty is best for creating plaster-covered walls. Because the wood filler can be quite messy, apply it first. Coat the surfaces with a thin layer of putty and spread it with a piece of card. Be sure to leave a few rough patches to represent areas where the plaster has chipped away from the wall. When the putty is dry, smooth it with sandpaper. The combination of rough and smooth textures on the surface gives that added touch of realism when you paint and wash the wall.



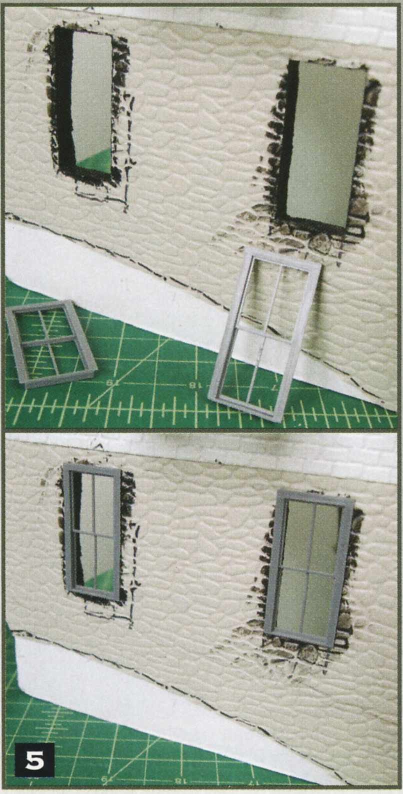
Step 4) With the putty finished, it's time to apply the textured styrene card. Measure and cut the sheets and apply them with Super Glue. Depending on how good your memory is, you may need to transfer some of your design onto the new surface of the building.

IRON KINGDOMS ARCHITECTURE 101

Before detailing the building, it is important to note a few things about Iron Kingdom building design. These guidelines are by no means absolute. The Iron Kingdoms are diverse, and architecture will vary depending on the region and resources available.

- A single building can be made from a wide variety of materials. Use brick, stonework, wood, and metal in your design.
- Shingled roofs are uncommon in large cities. Roofs should be covered with riveted metal sheeting.
- Although many fantasy settings rely on Tudor-era architecture, it is much less common in the Iron Kingdoms. Metal reinforces or replaces wood frames, and brickwork creates strong foundations to support heavy machinery.
- In the absence of electricity, wood and coal are the primary fuel sources, so every building should have one or more chimneys. Include steam pipes of varying sizes, boilers, and downspouts (for rain runoff).
- Nothing says "Iron Kingdoms" like gears and rivets. Work large gears into the design to make the building truly stand out. Be sure the gears appear as though they could serve some practical function. Add as many rivets as possible.
- When painting, don't be afraid to add lots of rust. This is the Iron Kingdoms, after all, not the *Stainless Steel* Kingdoms!

With these basic guidelines in mind, we can add all the bells and whistles that will make this building a proud representative of the Iron Kingdoms!



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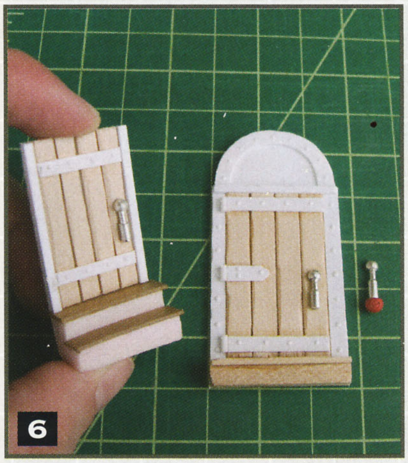
Step 5) With the surfaces of the building established, it's time to add the details. Start with the windows. If you don't want to build windows from scratch, model railroad products offer a wide assortment of doors and windows. Be sure that any you select are the appropriate scale for WARMACHINE miniatures. Trace and measure the window's position on the building, then cut a hole for it. Paint the sides of the cutout with Thamar Black before you glue the windows in place, as it will be difficult to reach those areas when you prime the building. Use Super Glue to secure the windows in place.



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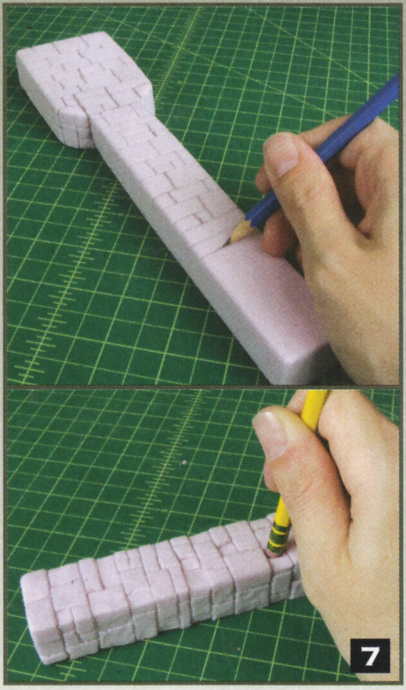
Step 6) Construct the doors from basswood and plastic card. Use the hand sewing punch to add rivets to the card strips, then glue the strips into place and notch the edges of the basswood with your hobby knife. Use the Thunderhead piston (with the red portion clipped off) to make the door handle, and glue pieces of plastic rod in place to represent the hinges. You can construct wooden steps from basswood or stone steps from insulation foam and thick card. Attach the steps to the base of the door. Dry fit the entire piece to make sure it will sit flush with the base of your table, then glue it onto the building.



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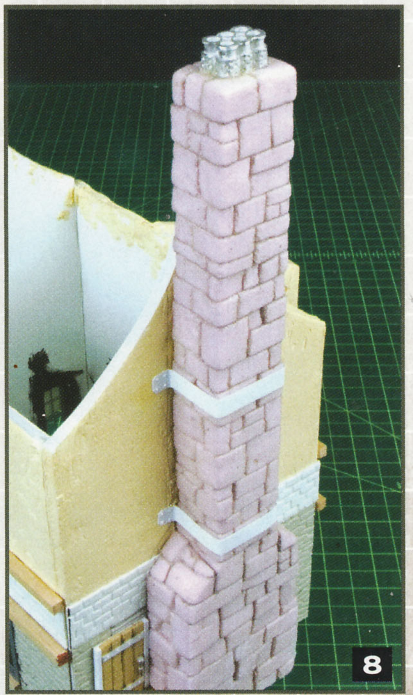
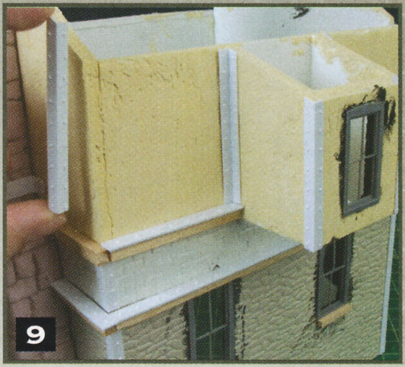
Step 7) Cut the shape of the chimney from 1"-thick insulation foam. Use fine-grit sandpaper to smooth the surface and slightly round the edges. Draw the stones with a pencil, then slice around a few of them with a sharp hobby knife. Press these stones in with the pencil's eraser to break up the uniformity of the surface. The irregular surface will give the stone chimney a more realistic appearance.



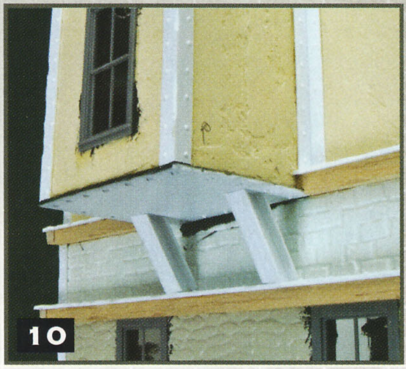
8

Step 8) Affix the chimney to the side of the building with construction adhesive, and coat the foam with a wash of watered-down wood glue so that it won't dissolve when you prime the building. Cut some plastic strips and add rivets with the rotary hand sewing punch to create braces. Stick these in place with Super Glue once the wood glue has dried. The parts service in the online store (http://store.privateerpress.com) offers many cannons and smokestacks that you can use for the chimney top. In this case, I chose the Behemoth smokestacks.



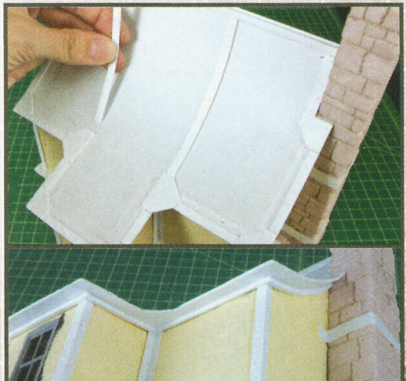
9

Step 9) With the major construction finished, you can now frame the building using square basswood strips and plastic card. Place L-shaped strips along all the vertical corners, and flat card cut to 1/4" wide to cover the top edges of the basswood. Add rivets, spaced 1/4" apart, with the rotary hand sewing punch before gluing the plastic card in place.



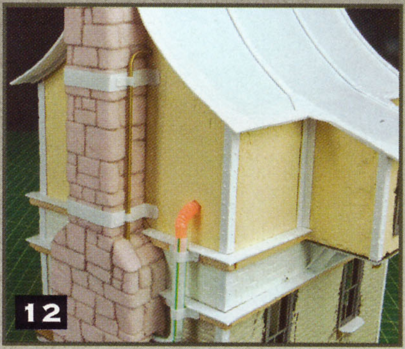
10

Step 10) Coat any exposed edges of the foamcore walls with construction adhesive and let it dry. This will allow you to stick plastic card to the foam with Super Glue without dissolving the foam. Glue thick plastic card to the underside of the window, and make some support brackets from styrene I-beams with the ends cut to 45° angles.



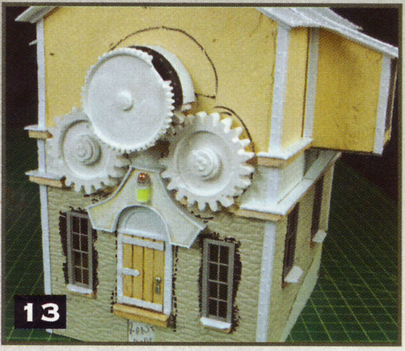
11

Step 11) Build the walls with angled or curved tops to help create a sloping roof very easily. Measure and cut a sheet of thin styrene card so that it has a 1/2" overhang on all sides. Glue the sheet in place with Super Glue, then apply the framing. The framing is made from 1/4"-wide strips of card with rivets punched into them. These are glued atop the roof to create the illusion of riveted panels of sheet metal. Bevel the corners of the roof and attach corner braces in the same manner. Glue an I-beam along the apex of the roof, and add a length of plastic tubing. (A drinking straw works well.) Add some 1/8"-square plastic rod along the underside of the roof to hide the join and create a structural framework. The thin rod will bend easily along the curve of the roof.



12

Step 12) Bendable drinking straws and 1.25mm or 1.90mm brass rod can make all manner of steam pipes. Drill holes into which the pipes will be inserted, and create support brackets with thin strips of card.

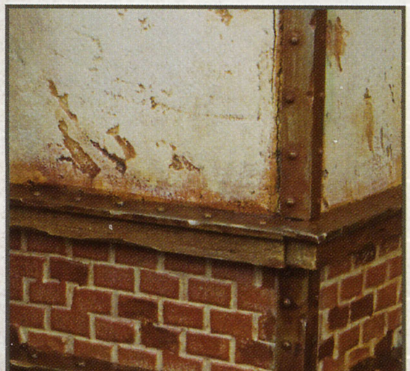


13

Step 13) To create the top of the door, cut a piece of foamcore and frame it with thick plastic card. Attach the gears (ours were cast in plaster) to the building face, and use plastic card to construct the gear housing and covers.

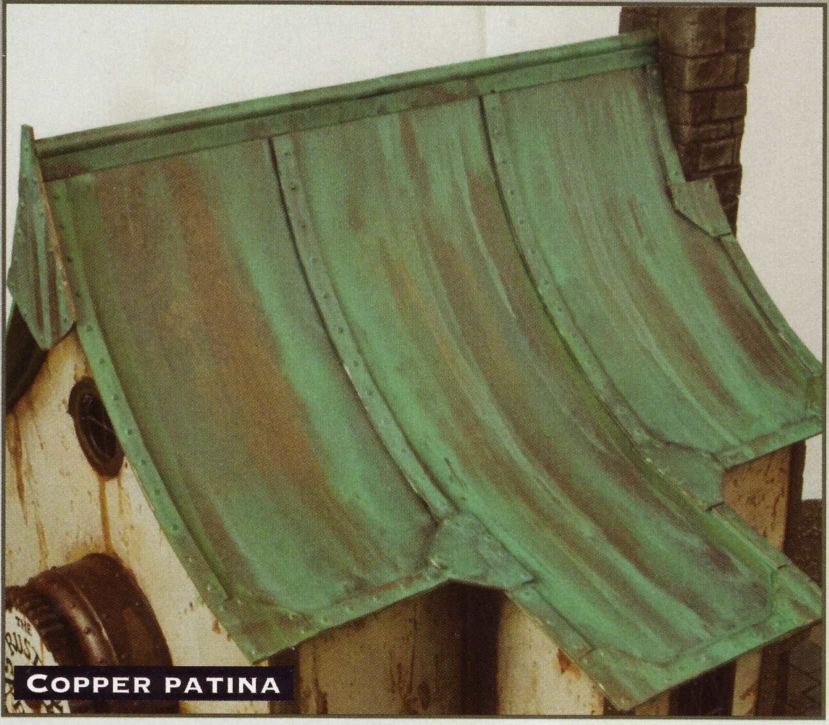
Painting the Building

Paint the building to suit the theme and color scheme of your city. Here are a few of the techniques used to paint the buildings in the *Legends* display.



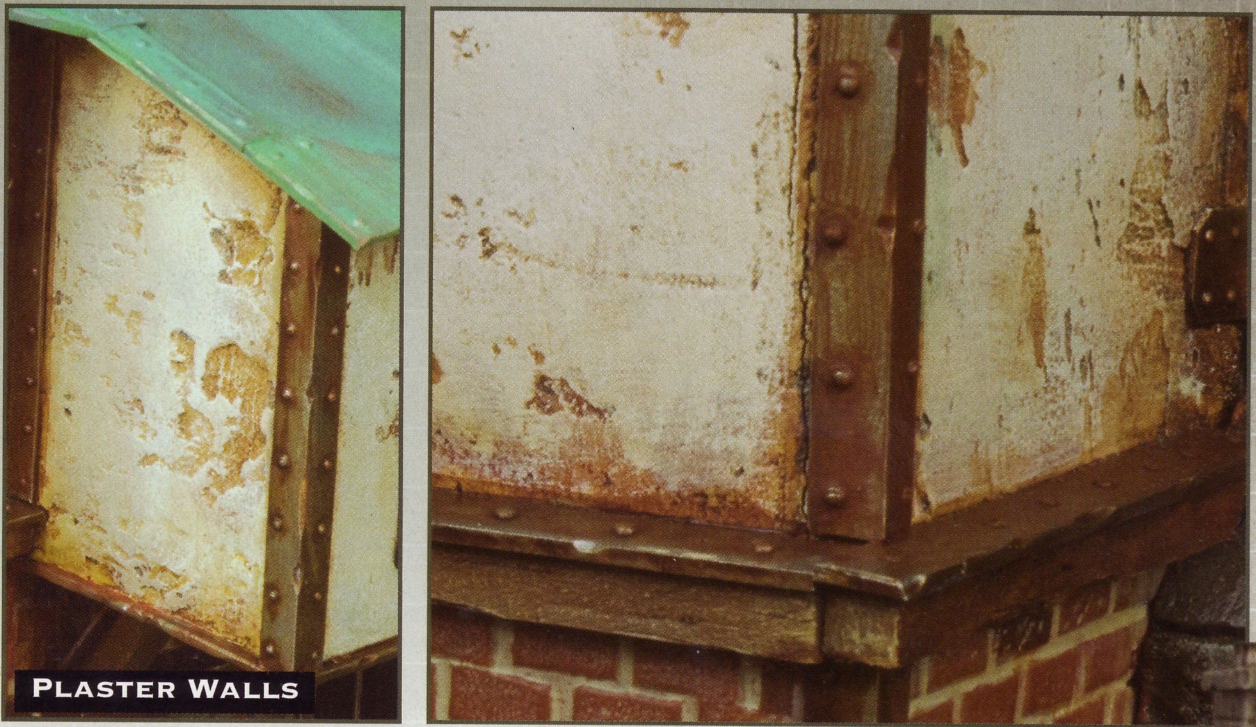
BRICKS

First, apply a basecoat of Bloodstone to the bricks. Then wash them with Hammerfall Khaki and wipe the paint from the surface with your finger, leaving the khaki color in the recesses. Finally, drybrush more Bloodstone to recapture the color of the bricks.



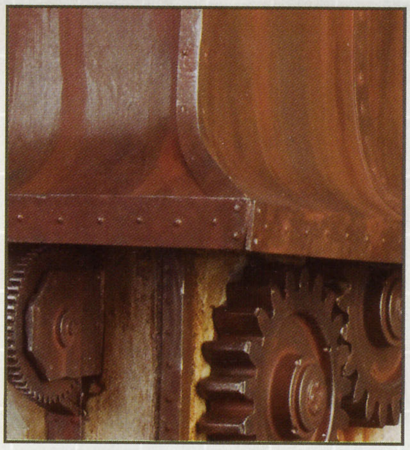
COPPER PATINA

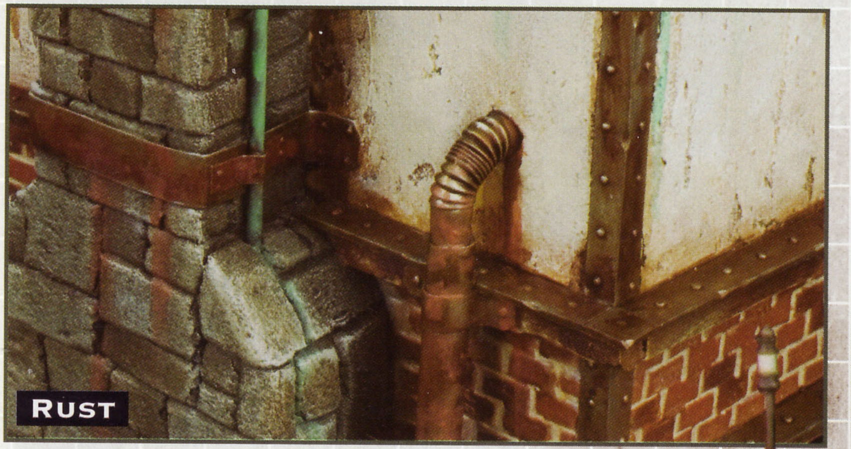
To create the copper patina on the roof, first apply a basecoat of Molten Bronze. Mix a wash of Thrall Flesh and Arcane Blue and wash this over the entire surface. You can add some white or green to the wash to alter its color and add variety to the oxidized surface. Once the wash has dried, you can drybrush on more Molten Bronze and Rhulic Gold to intensify the bronze color.



PLASTER WALLS

Add a basecoat of Menoth White Base to the plaster walls, then wash them with a 90/10 mix of Brown Ink and Armor Wash. When the wash has dried you can drybrush some highlights with Menoth White Base and Menoth White Highlight.

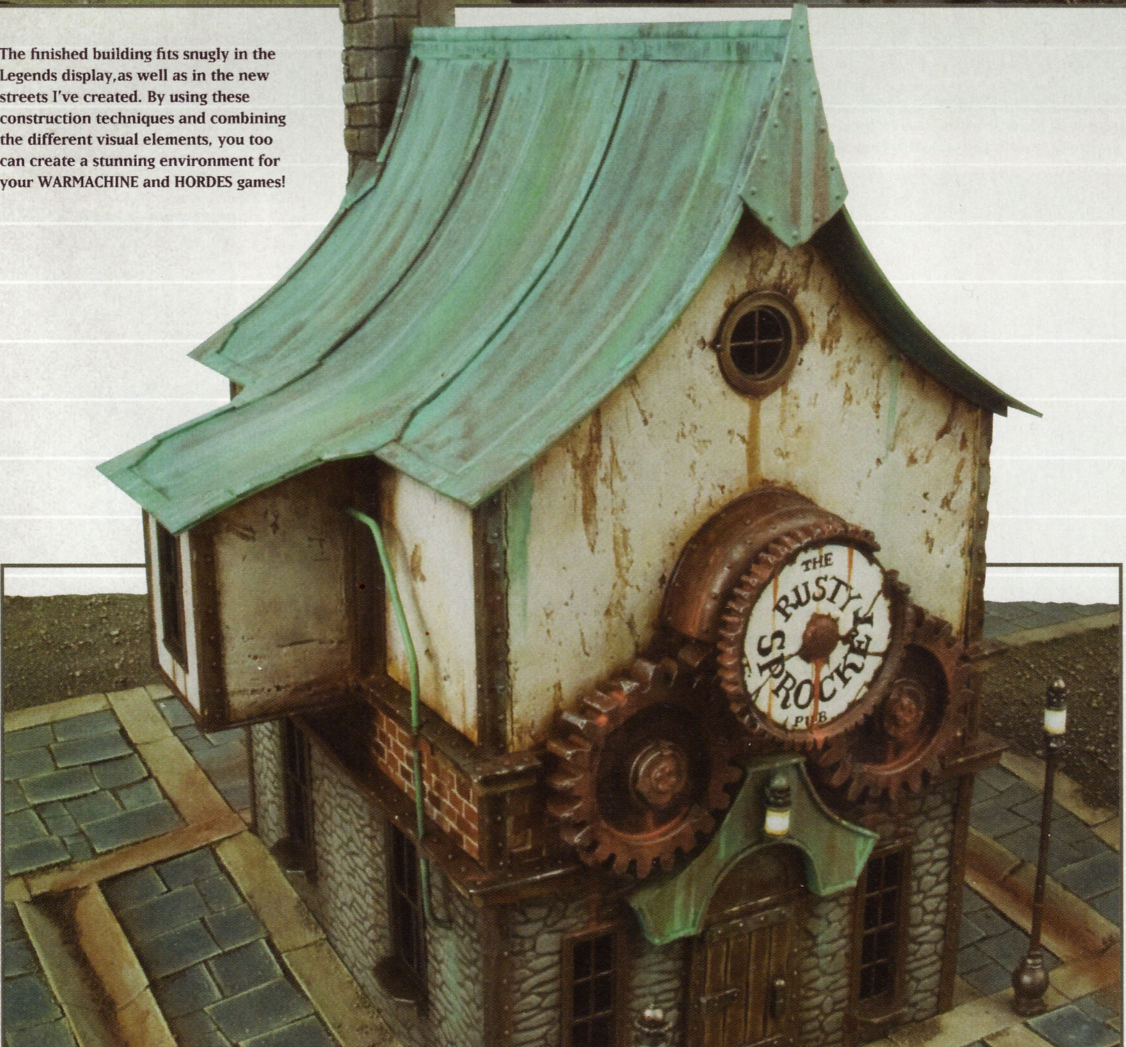


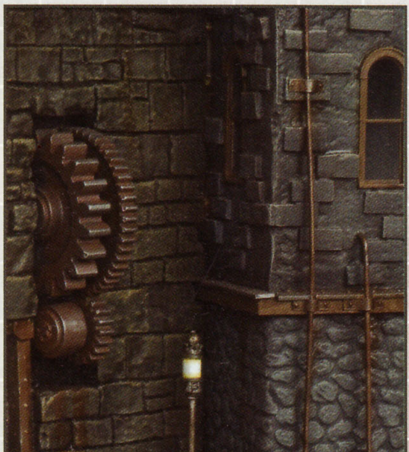


RUST

Rust can be created by mixing washes of Bloodstone, Bootstrap Leather, Khador Red Highlight, and Brown Ink in various combinations. Apply the washes to the metal areas and in vertical streaks below the metal to simulate rust drips and stains. Wipe the streaks with your dry finger to achieve a more realistic effect.

The finished building fits snugly in the Legends display,as well as in the new streets I've created. By using these construction techniques and combining the different visual elements, you too can create a stunning environment for your WARMACHINE and HORDES games!





FULL METAL CHALLENGE

THINK OUTSIDE THE KILL BOX

by Brian Putnam

What You'll Need:

Protectorate of Menoth:

High Executioner Servath Reznik
Revenger
Guardian
Anastasia di Bray

Mercenaries (4 Star Syndicate):

Magnus the Warlord
Renegade x2
Steelhead Halberdiers x7
Ogrun Bokur

The Challenge:

Last turn, Magnus' combination of Obliterator rocket and arc-noded The Bigger They Are failed to kill Reznik. His plan failing and unable to further damage Reznik, Magnus popped his Kill Box feat and took up defensive positions, greatly restricting the movement of your forces to buy himself another turn.

Your challenge is to break through the limitations of Kill Box and destroy Magnus.

The Setup:

In the Protectorate's last turn, Anastasia di Bray moved into position to use Espionage on Magnus. She also used Hide in Sight to go Invisible and remain safe from harm during Magnus' turn.

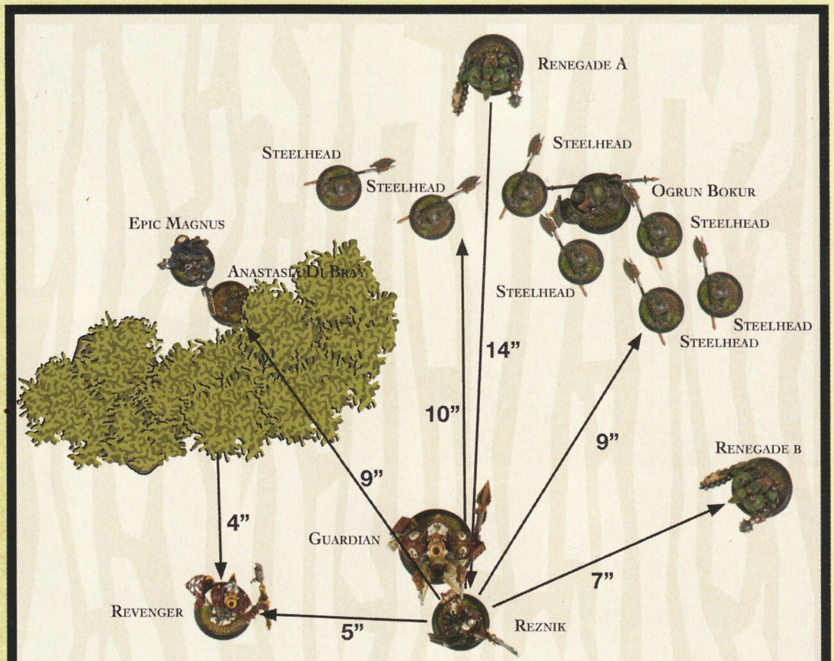
After an Obliterator hit knocked Reznik to 14 life earlier, Magnus saw the opportunity to finish the game last turn. Magnus has 14 life remaining. None of the warjacks in play sustain significant amounts of damage. Magnus allocated 2 Focus to Renegade A, and 1 Focus to Renegade B (which had already fired its Obliterator) and kept the rest. Renegade A moved to get LOS around the Guardian to Reznik and boosted its Obliterator rocket. Unfortunately for Magnus, it missed, but Reznik and a Wrack he had created were caught in the blast. The Obliterator and Soulburst knocked down Reznik and wreaked 4 damage.

Renegade B then ran into position near Reznik. This allowed Magnus to boost damage from The Bigger They Are—effectively POW 12 against Reznik because of his medium base. It dealt a predictable 5 damage, but after the Obliterator's poor showing, this left Magnus in a bad position. If Magnus wants to deal any more damage, his only remaining option is to advance and fire his scattergun at the prone Reznik. It would certainly hit, but the chances of destroying him are not in Magnus's favor. The Guardian took advantage of the Witch Hound triggered by Magnus's spell to move into its shown position.

Instead, Magnus used his Kill Box feat and selected the north and south table edges, restricting all your models to normal movements in east-west directions only. This would keep Magnus' forces protected and prevent you from retreating. (Reznik has already used his feat.) Magnus then took shelter behind the forest to the west to avoid any spells arced through Reznik's 'jacks and took his two free attacks at Anastasia di Bray, which predictably missed because of her Invisibility.

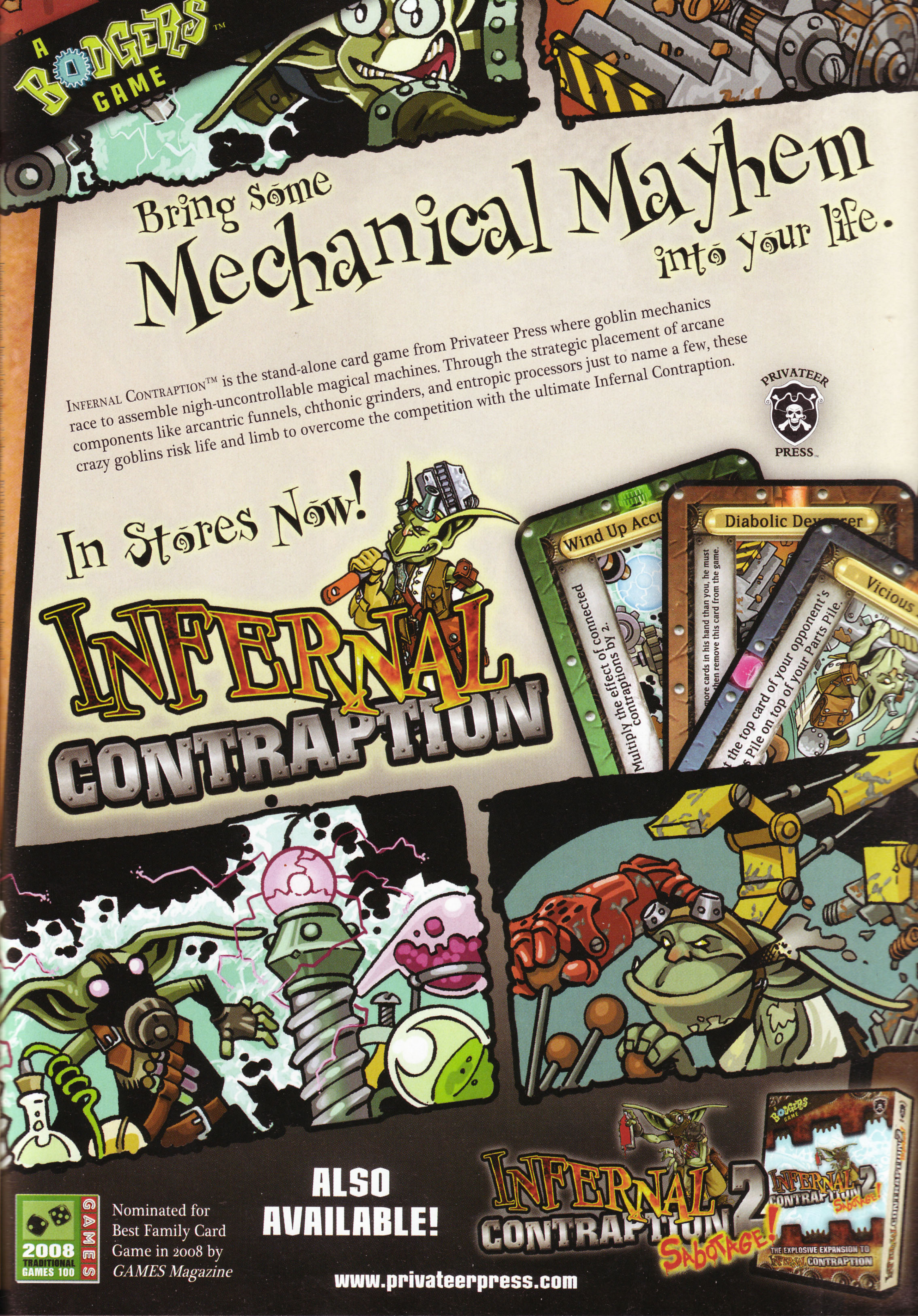
The Steelheads and their Bokur advanced into position, ready to strike next turn.

Find some way to circumvent Kill Box and destroy Magnus. Anastasia's Espionage allows non-normal movement not restricted by Magnus's feat. The slow SPD of your remaining forces may make Espionage seem ineffective: the Guardian still can't move anywhere near close enough, nor can the Revenger move through the forest between it and Magnus. You do have some more movement tricks available to you, though, which if properly used can destroy Magnus.



Our Solution:

- Kill Box limits only where a model ends its normal movement, which means *non-normal* movement can be used freely. Reznik and Anastasia di Bray can combine their individual non-normal movements to circumvent Kill Box and deliver an angry Guardian to Magnus.
- Allocate 1 Focus to the Guardian and keep the rest on Reznik. Reznik is not within di Bray's command range, so they will need to move closer to each other within the limits of Kill Box. Move Anastasia to the east to bring Reznik into her command range, even though this blocks the intended path of the Guardian. Remember, Acrobatics allows her to ignore Magnus' freestrikes. Espionage now resolves, allowing Anastasia and the warjacks each to move their SPD. Move Anastasia out of the northward path of the Guardian. Move the Guardian and Revenger north as far as they can go. Reznik cannot move because he is knocked down.
- Activate the Revenger and move it west, giving it LOS tond enjoy the free boosts to attack and damage. The Guardian may now employ the Perdition movement to advance another 4" toward the nearest enemy model: the steelhead straight ahead.
- Having ignored Kill Box to move 8", the Guardian can now activate and move directly west in compliance with Kill Box. This brings Magnus into the melee range of the Flame Pike. The Guardian will suffer a freestrike from a Steelhead but shouldn't be harmed too much. Brand of Heresy provides a free boost and Perdition deals a bit of damage, so Magnus should be impaled on the Flame Pike in no time.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Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

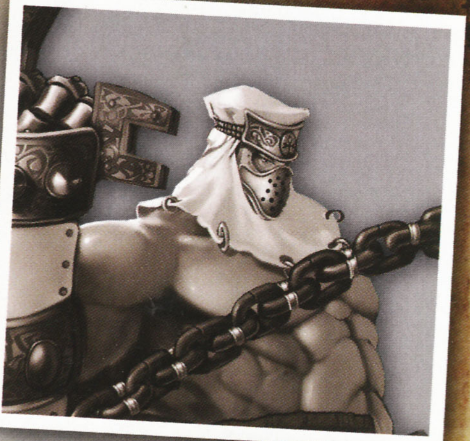
The Gavyn Kyle FILES

Transcribed by **Douglas Seacat** · Art by **Chippy, Chris Walton**, and **Matt Wilson**

AMON AD-RAZA

After the last few assignments I was grateful to turn my attention to someone for whom some degree of concrete documentation exists. Nonetheless one should not underestimate the perils of investigating the Protectorate of Menoth's Order of the Fist, as they maintain a vigilant force of guardians dedicated to rooting out those who would conspire with individuals such as myself. To acquire several of these documents I had to establish convincing Sul-Menite identities, which may themselves prove useful at a later date.

—G.K.



Amon Ad-Raza Summary

Year of Birth; Location: 578 AR; Bloodstone Marches, northeast of Tower Judgment

Parents: Ishak and Reha Ad-Raza

Family Notes: Protectorate scrutators interrogated, tortured, and executed numerous members of the Raza tribe, including Amon's uncle Jalat and his grandfather Bahari, both on Ishak's side of the family. Scrutators alleged they were fidai ("missionary") of the Khalpautiym, a banned Idrian organization that has waged a subversive war against the theocracy of the Protectorate of Menoth for decades. Ordered by Visgoth Enjorran Sollers, Amon Ad-Raza led a series of strikes against tribes, including Raza, to root out subversives in 600 AR.

Menite Timeline: Converted 583 AR, at 15. Sent to Monastery of the Order of the Fist for intensive training. First contact with Hierarch Garrick Voyle possibly during an inspection tour of order facilities in 587 AR, when Amon was ranked allegiant.

Military Timeline: On Voyle's orders, Amon transferred to Imer in 587 AR. Exposed to warjacks and warcaster potential recognized at this time. Promoted to senior allegiant by 600 AR. Sent to pacify Idrian insurgents, including among his own tribe. Promoted rapidly to high allegiant two years later after leading mixed force raids and along the Protectorate's borders. While the bulk of Cygnar's army was fighting in Llael he was active in Cygnar's southern region, leading Menites into Cygnaran interior. May have led attack on Marchbridge, 605 AR, disrupting rail line. He later joined Northern Crusade. May have joined Temple Garrodh incident in the Thornwood in 606 AR. Recent duties include helping protect vital warjack resupply between the Northern Crusade and Imer.

The Order of the Fist is one of the most recently founded of the Protectorate's martial orders, and it deserves some examination to better understand Amon. I found this intercepted correspondence attached to a report from a Cygnaran Reconnaissance Service agent about this monk. The author of this letter was an Ordic Menite priest from a temple near Berck. He clearly spent some years in the Protectorate before he returned to Ord to serve as a missionary for their zealous interpretation of the faith.

URGENT

TO: *KOLDUN FEDOR RACHLAVSKY*

RE: *MENITE WARCASTER INTELLIGENCE*

I NEED YOU TO SEND ME WHATEVER INTELLIGENCE WE MAY HAVE GATHERED ON ANY ACTIVE WARCASTERS IN SERVICE TO THE PROTECTORATE OF MENOTH AND BELONGING TO THE ORDER OF THE FIST. DURING THE TEMPLE GARRODH INCIDENT, I OBSERVED ONE SUCH MONK FIGHTING ONE-ON-ONE AGAINST NONE OTHER THAN KOMMANDER ALEXANDER KARCHEV, SEEMING TO HOLD HIS OWN FOR SEVERAL MINUTES. ENOUGH SAID. I BELIEVE HE SURVIVED THE INCIDENT. FORWARD ANY INFORMATION REGARDING THIS MAN TO MY ATTENTION IMMEDIATELY.

Gurvaldt Gask

I had little luck finding mention of Amon in Khadoran military records, although the very brief report from 606 AR that follows has led me to conclude he was present at the little-discussed Temple Garrodh incident in the Thornwood, which I have mentioned to you before.

Esteemed brother, I am pleased to answer your questions regarding the Order of the Fist. I will admit the thought of implementing this order among our faithful beyond the borders of the Protectorate is appealing but, I fear, unlikely. I do not believe the order could serve its intended function without true Menite control of the civil authorities.

In my time with the brothers and sisters of the order, I was surprised to notice several significant doctrinal differences among them. The monks of the order have naturally gravitated toward at least three different interpretations of their role in the Temple. No animosity exists between these groups and they share a fundamental ethos. Like the Knights Exemplar, monks of the Order of the Fist obey the primary doctrine of absolute obedience to the clergy.

With the Knights Exemplar tasked to battle external threats, Hierarch Voyle deemed that monks, with their nondescript attire and ability to blend into the populace, should police the people and root out treachery. Many monks of the order still serve in this capacity. However, in recent years this role has increasingly fallen to the junior brothers and sisters. Those few who remain at this task as they advance eschew matters of philosophy and religion, deeming them the province of the priest caste.

They might deny it, but I think many of these monks chafe at being left behind for the great crusades abroad. This has given rise to a second group composed of veteran monks who focus not on policing the population but on developing their fighting skills for the battlefield. Many of these monks are just as pragmatic and devoid of spiritual sentiment as those in the first category. They are pious but not prone to reflection beyond what is required to focus their minds and discipline their bodies.

Given his role on the battlefield, one might expect High Allegiant Amon Ad-Raza to belong to this group. In my opinion, however, he represents the third and smallest category. These monks embody an evolution of spiritually inclined practitioners. I should note that the deeper beliefs of these men and women are not entirely clear to me, as they decline to speak of them. They defer to the priesthood and do not deem it their place to offer religious opinion. Nonetheless, I learned that these monks conduct a complex regimen intended to refine their bodies and minds to achieve absolute fighting perfection. They are capable of feats that verge on the miraculous.

Some in the Protectorate think these attitudes verge on heresy, but I disagree. I judge these spiritual monks as more devoted to the True Law, for they study the texts and seek to internalize Menoth's words. On several occasions I witnessed a silent but unmistakable accord between members of the Reclaimant Order and these spiritual monks of the Order of the Fist. The most glorious moment of my time among them was when I observed High Allegiant Amon Ad-Raza walking alongside the Testament of Menoth. It is a memory I will always cherish. There could be no doubt those two were of a single purpose and mind. I stand jealous of the intimacy these men claim with the will of our god. We may preach the texts, but these men are walking embodiments of the Lawgiver's will. I will continue to praise them.

Arsad Cartalo, Potentate

Temple of the Ocean's Wall, Berck

I always appreciate the thorough manner in which Cygnar's military documents their clashes with their enemies. Despite this, reports on Amon Ad-Raza are few and lacking in detail. It is quite clear to me that Cygnar's military is uncomfortable trying to classify or analyze Amon's abilities. The attached communiqué dates from the same time as the first official action reports in which the Cygnaran Army recognized Amon as a warcaster in 601 AR.

To: General Alain Runewood

I must admit to having made a critical error regarding the leader of the enemy force. I have since learned by way of our Idrian scouts that this man is named Amon Ad-Raza. He has a considerable reputation with those living along the fringes of the Bloodstone Marches, a top ranking member of the Order of the Fist. It is fair to say we were overmatched and outmaneuvered despite our numerical superiority. I take responsibility.

I offer as a partial explanation the fact that this Amon showed no outward signs of warcaster accoutrement, lacking the customary armor and arcane turbine. Indeed, during the initial engagement I mistakenly presumed the force to be led by an exemplar seneschal. It was not until we reached the lower section of the sandy river valley that Amon revealed his power.

I am baffled by some of the things I witnessed. His ability to ignore and evade concentrated rifle fire was extraordinary. He did not seem to suffer from the lack of a conventional power field. My green long gunners fell into disarray before I could order another barrage. Amon's 'jacks swept into our sword knight ranks with great speed, each machine perfectly coordinated. The expediency with which my larger force was flanked and torn apart was distressing, to say the least. I was quickly cut down to my personal guard of sword knights and our accompanying 'jacks.

I thought we had a fighting chance thanks to the two reliable Ironclads attached to our regiment. Amon took it upon himself to square off against one of these personally. Any hope I might have retained died the moment I saw Amon send his chained-ball weapon straight into the 'jack's torso. Inexplicably, the five-ton 'jack flew a dozen yards as if hurled by a giant. Several of my sword knights were crushed in its passage.

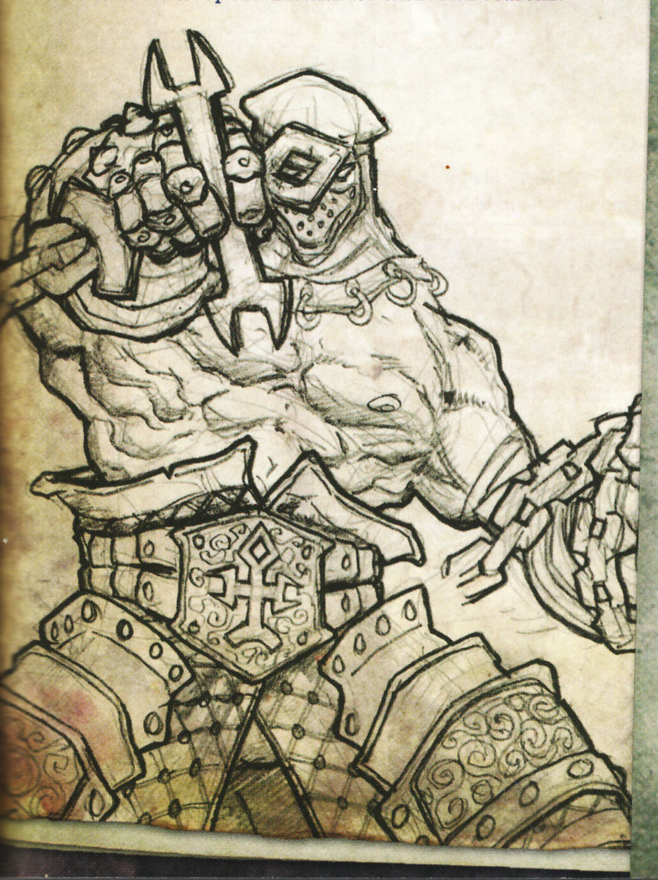
I can remember little else other than shouting, panic, and bloody mayhem. We few battered survivors limped quickly off the field, our dignity forgotten. I highly recommend a warcaster be allocated to this region to confront this monk and put an end to him.

With regret,

Colonel Niels Reamond

3rd Black River Garrison Regiment, 7th Division

I was interested in Amon's possible tribal affiliations and was able to acquire the following document from an associate living proximate to but outside the Protectorate's borders. It has been useful from time to time to maintain contact with these less-zealous tribesmen, who often keep an eye on Protectorate troop movements for their own reasons.



The Raza tribe has long had a poor reputation among the Menites of the Protectorate. They are better respected north of Tower Judgment, among those who live outside the shadow of the theocracy. There have been many members of the rebellious and secretive Khalpautiym drawn from the Raza tribe. That group has suffered in the years since the war and some think it nearly extinct. Nonetheless, I am certain the scrutators were uneasy when Garrick Voyle presented Amon Ad-Raza to them, knowing of the disloyalty of Amon's kinsmen.

There are none who doubt Amon's loyalty or effectiveness now. I would hazard his training and rise to prominence in the Order of the Fist is considered quite an accomplishment by those who seek to convert the remaining rebellious tribes. Indeed, Amon has done much to bring his kinsmen into the Menite embrace. Every time he visits these villages, countless young men and women follow him.

Those who ascribe to the message of the Khalpautiym deem him a traitor to his own people and an enemy they hunger to destroy. Yet their every attempt to discredit or slay him has failed and has resulted only in greater fervor for the Menite cause. Amon seems to have learned well from Hierarch Voyle and appears to be impervious to assassination. Neither poison nor blade nor bullet has been able to pierce his flesh. Among the southern tribes he has a reputation for invulnerability. Some speak of him as the true inheritor of Voyle's legacy.

Whatever the case, he is no mere monk, and his rising influence among my people should not be discounted.

Your humble friend,

Kalyin Sa-Nayira

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- All entries must be accompanied by the appropriate entry form. This must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they have handed in their miniatures. In order to collect their miniatures at the end of the show, competitors must present this ticket and valid ID in person.
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Empress Ayn Vanar's military might stretches across Immoren to strike at Cygnar, Llael, Ord, or any other forces that would stand in the path of the Motherland's lofty goals for the Khadoran Empire.

Khador Tactics in WARMACHINE

by **David "DC" Carl** · Art by **Jesper Ejsing,** and **Andrea Uderzo, Kieran Yanner**

HAMMER AND ANVIL

Enemies have little hope of breaking the line of armor and little hope of surviving the onslaught that lurks behind it.

THE HAMMER

Anyone who has suffered the charge of a Man-o-War Demolition Corps, the blast of a Winter Guard Mortar, or the swing of an Ice Axe can attest to the offensive punch of the Khadoran arsenal.

On the most basic level, Khador simply offers high P+S values. Common troopers like Winter Guard and Iron Fangs have POW12 Blunderbusses or P+S13 Blasting Pikes, respectively. Elite warriors boast Weapon Master, even higher P+S values, or sometimes both. Many Khador warjacks similarly outshine the competition in raw damage output, and several Khadoran warcasters are undeniable combat gods.

The raw model stats and abilities indicate a good "Hammer"-style Khador model, but Brutal Damage, Brutal Shot, Combined Melee Attack, Combined Ranged Attack, Weapon Master, and Weapon Specialist all add significantly to the base damage output. Plenty of factions have units with P+S9 or POW10 combined attacks, but Winter Guard, Iron Fang Pikemen, and Man-o-War Shocktroopers can all make combined attacks with weapons that deliver a far more significant punch.

Khadoran warcasters can further enhance the efficacy of the Khadoran killing machine with spells that take this impressive damage output right over the top. Fury lets an individual Man-o-War Demolition Corps trooper hit harder than a Harrower or Hammersmith. Furthermore, Ice Breaker can mimic a boosted damage roll, or Backswing can mimic a point of focus spent on an additional attack. With spell support, these steam-armored warriors can stand toe-to-toe with heavy warjacks as well as lights. Other spells like Battle Lust, Fire for Effect, Signs and Portents, and Unearthly Rage can vastly enhance the already impressive combat capabilities of Khador models.

Some Khadoran feats take the power of model abilities and spell support to a whole new level of offensive annihilation. Blood Frenzy, Blood Legacy, and Feel the Hate effectively and efficiently turn Khadoran warriors into unparalleled killing machines. Combined with spell effects and model abilities, it's not uncommon to see troopers throwing five dice for damage or making four or more attacks in a single turn.

As if the offensive output were not enough, a few Khador models can chill enemy models and allow all damage over ARM to be doubled. Brittle Frost and Winter's Chill can allow the forces of the Motherland to shatter the competition outright.

THE ANVIL

Khador's heavy warjack plating and steam-powered Man-o-War armor Kompanies join forces with less-armored troops capable of deftly evading most enemy attacks. The resilient Anvil of the Khadoran offensive proves a vital counterpart to the hard-hitting Hammer.

The raw ARM stat of many Khador models and units is well above par. A number of multi-wound units have an ARM 16 or 17, and solos can have an ARM 18 or 19. Even their "lightly" armored SPD 6 troops often have an ARM 14 with additional protection provided by Defensive Formation, Shield Wall, Spellward, and Treated Armor. Their warjacks impress, too, with ARM 21 available on a couple and an impenetrable ARM25 available on the Devastator. Waves of enemy troops crash feebly against the iron wall of the Khadoran Anvil before the Hammer shatters them.

Though high DEF is rarely the first thing players think of in Khador, the potential for exceptional defense abounds if one knows where to look. Starting DEF values typically top out at about 14 for this faction, but that is by no means the end of the discussion. Battle Brothers, Blizzard, Camouflage, Duelist, Fog of War, Freezing Mist, and Weald Secrets all extend excellent DEF buffs to the right targets or in the right situations.

The fairly common Iron Flesh spell bears its own mention. Iron Flesh will stack with any of the previously mentioned abilities to give a warrior model or unit +3 DEF at the cost of -1 SPD. That cost may seem high since Speed penalties prevent charging, but one can often recast Iron Flesh after a unit's activation since casting it costs only 1 FOC more than upkeeping it. The stacking potential here, however, is a key part of the Khadoran Anvil. With Blizzard, Duelist, and Weald Secrets, Iron Fleshed Kayazy Assassins in forest terrain have DEF 21 against ranged and magic attacks and DEF 19 from melee attacks. Many enemies will need boxcars just to deal with them.

Armor and Defense are the primary elements used to round out Hammer and Anvil tactics, but Khador also has Artifice of Deviation, Inhospitable Ground, Murder of Crows, and Wind Wall to foil an enemy's attacks occasionally by blocking charge paths with rough terrain, blocking line of sight, or denying ranged attacks.

DETERMINED ASSAULT

Even the packaging of the Khador battle box shows that Khador hits like a ton of bricks and can take a beating in return. Their deceptive speed and maneuverability, however, can frequently catch unwitting opponents off guard.

Iron Fang units in particular have far greater threat ranges than one would expect from armored warjack-hunters. SPD 6 on Iron Fang Pikemen and the Great Bears of Gallowswood and SPD 8 on Uhlans provide decent threat ranges to start. Add Reach along with Furious Charge or Relentless Charge, and these units can even overcome terrain hindrances with a 13" melee threat range.

The melee threat ranges of other Khador units cannot quite compare, but abilities like Advance Deployment, Ambush, Desperate Pace, Hasten, Trail Blazer, and Pathfinder can speed Khador warriors to where they are needed. The Artifice of Deviation, Tactical Supremacy, and Weald Secrets spells can add to the tactical options available when positioning troops, while the Blood of Kings, Cyclone, Unseen Path, and Wind Rush spells allow even Khador's warcasters significant maneuverability boosts.

Khador's warjacks are not without their own tools for charging into battle at velocities much greater than their SPD 4 stats imply. Assail, Boundless Charge, and Superiority all grant an individual warjack an improved threat range, but the Forced March feat, Tow spell, and Blitzkrieg spell allow *multiple* Khadoran warjacks to come crashing down rapidly on an opponent.

MARSHALED MIGHT

Where most 'jack marshals simply provide a free boost, the Man-o-War Kovnik and Koldun Lord bring significantly more to their steel comrades.

'JACK ATTACK

Khador warjacks sit at the very bottom of the SPD and DEF curve with SPD 4 and DEF 10 on most warjacks, but they also are at the top of the curve for armor with ARM 20. They'll get hit often, but blows will glance off their hulls much more easily than similar hits against other factions' warjacks.

All warjacks can perform power attacks like Slam or Head-butt to gain a combat advantage, and Khador's warjacks can certainly deliver that raw offensive power. Their real distinguishing element, however, is the utility they can provide for the army list.

Abilities like Brawler, Bulldoze, Combo Slam, Flare, Flash Bang, Spine Crusher, and Vent Steam are all good for a lot more than a straight-up brawl. At the right time and in the right place, they can create vulnerabilities in enemy lines, protect friendly models from fire, or knock down models critical to an opponent's plans.

As usual, warjack preference will depend significantly on the focus that the warcaster in question has to spare. A couple extra focus points in the power field for the ARM bonus is nice, but a boosted POW 14 bombard shot to an enemy's face will often be a lot more devastating.

Khador also has access to some of the best 'jack marshals in WARMACHINE, so even warcasters with limited focus to spare for warjacks can bring the power of Khadoran armor to bear on their foes. These 'jack marshals also underscore the theme of versatility in Khadoran warjacks. Under a Man-o-War Kovnik, a warjack can make an additional attack as well as charge or boost a roll. Under a Koldun Lord, a warjack can gain free boosted attack rolls as well as the ability to damage enemy Wraiths or High Paladin Vilmon.

WARRIOR ROLES

For sheer offensive power, look no further than the Khadoran warrior models. As noted in the "Hammer" section, these troops frequently have much higher P+S than their counterparts in other factions. The various Doomreaver, Iron Fang, and Man-o-War models and units can tear through even heavily armored opposition with little difficulty.

Though Khador's melee prowess is a critical element for success, it's important not to neglect ranged elements. Defenses like Epic Nemo's Polarity Shield or Saeryn's Foreboding can put a real crimp in a melee-only offense. Widowmakers and Winter Guard Rocketeers can add RNG 14 elements to the army and Winter Guard Mortar Crews can unleash their powerful RNG 20 mortar shells. The 20" threat range these models grant (advance SPD 6 plus shoot RNG 14 for the Widowmakers and Rocketeers) provides a much-needed versatility to the Khadoran offense.

Multi-wound warrior models are more common in Khador than in other factions, and one can easily field an entire army of Man-o-War and cavalry models with eight or more wounds each. These models are nearly immune to many blast damage attacks, and attacks like Chain Lightning or Concentrated Volley that typically wipe out swaths of troopers will rarely cause significant casualties. If partially composed of these model types, an army can redirect an opponent's attacks in a predictable manner. If entirely composed of these model types, an army can negate portions of an enemy's offense altogether.

In addition to ranged attack availability and wound count, one should also consider army composition and warcaster capabilities. Warcasters with Iron Flesh should bring at least one unit with good DEF. Those with means of mitigating rough terrain do not need to bring Kossite Woodsmen for Trail Blazer. An army featuring Fenris and Doomreavers should bring fearless troops while an army featuring Irusk (CMD 10) has less to fear from command checks. Always try to put together an army list in a way that will maximize the effectiveness of the individual parts rather than put them at odds with one another.

HIRED HELP

Khador can hire all sorts of mercenaries, and many of those models bring valuable tools to the battle against the enemies of the Khadoran Empire. Sorscha, Epic Sorscha, the Old Witch, and Zerkova can support mercenaries nearly as effectively as they support Khadoran troops. Warcasters like the Butcher, epic Vlad, and Irusk, however, require a more patriotic approach to gain the most from their feat, spells, and abilities.

A mercenary-heavy Khador army list can bring the unexpected to the table, particularly in WARMACHINE event formats that allow multiple army lists. A traditional Butcher Khador army list alongside a mercenary-oriented Old Witch army list will leave many opponents unsure of the best course of action for a particular game. Iron Flesh and Weald Secrets can be valuable buffs for Steelhead Heavy Cavalry and Steelhead Halberdiers—just as they are for Iron Fang Uhlans and Iron Fang Pikemen.

Warcasters without such open-ended spells and abilities can still benefit from support-oriented models like Reinholdt, Gorman di Wulfe, Orin Midwinter, Doc Killingsworth, or Alexia as well as combat-oriented models like Eiryss, Kell Bailoch, Ogrun Bokurs, or Aiyana and Holt. The key here is moderation. Fielding Eiryss and a bokur will leave plenty of points for faction models and units, but a pirate-themed army in the hands of Kommandant Irusk will leave much to be desired.

As noted in the Warrior Roles section, reliable ranged attacks with a high threat range tend to be more difficult to find in Khador's arsenal than melee attacks. Units like Croe's Cutthroats and Cylena Raefyll & the Nyss Hunters can get around this limitation with good SPD, Pathfinder, and decent RNG on their ranged attacks.

WARCASTERS

In addition to the principles common to all Khador army lists, every warcaster relies on certain signature spells and abilities. The signature spells and abilities for each warcaster are presented below.

SORSCHA KRATIKOFF

KOMMANDER SORSCHA KRATIKOFF

Widely known and widely feared, Sorscha's Icy Gaze feat is one of the most devastating in the game. Use Icy Gaze early in a turn to take advantage of the massive DEF debuff of Stationary and to cause opposing models to lose their next activation. If possible, freeze an enemy warcaster before you drop rocket, mortar, and bombard rounds to blast him to a fine red mist.

The notoriety of Sorscha's Wind Rush spell is second only to her Icy Gaze. Especially potent if triggered before Icy Gaze, it grants her exceptional mobility as well as providing +4 DEF, making her a very difficult target. It can also allow hit-and-run tactics with Tempest, Razor Wind, Freezing Grip, or her Hand Cannon.

FORWARD KOMMANDER SORSCHA KRATIKOFF

Epic Sorscha is vastly more support-oriented than her previous incarnation. She has a solid Elite Cadre ability and one of the best warjack bonds available. Her Desperate Pace ability allows her Elite Cadre even more power and flexibility under the right circumstances. Even without attachments or Grigorovich, a Winter Guard unit can fire a pair of blunderbuss shots at an effective RAT 15 and POW 22. Add the Shatter Storm and Deep Freeze spells, and Sorscha can provide support for models and units throughout her army as well as make Winter Guard truly formidable.

Even though Winter's Chill does not have the same raw power as Icy Gaze and requires more planning and positioning, its results can be impressive indeed. The hitting power of Khadoran warjacks and warriors can bring down the opposition with just a few hits when every single point of damage dealt counts as two.

ORSUS ZOKTAVIR

THE BUTCHER OF KHARDOV

Many players view the Butcher of Khardov as a beatstick with ARM 18, 20 damage boxes, and the potential to roll a P+S24 attack with five dice of damage. Make no mistake: the Butcher is that warcaster but so much more. Fury, Iron Flesh, and Retaliation make excellent support spells that allow the Butcher to support his army with offensive and defensive buffs alike. Fury in particular is so effective that it is often worth upkeeping, activating the Furious unit, and then casting again for a new target. Three extra points of damage for every attack made by a unit of Iron Fang Pikemen or Man-o-War Demolition Corps goes a long way.

The Blood Frenzy feat also provides exceptional support for ripping apart the foes of the Motherland. With Fury and Blood Frenzy, an individual Iron Fang Pikeman hits just as hard as the Butcher (without spell or feat support). Just imagine what a whole unit of these Iron Fangs can do.

KOMMANDER ORSUS ZOKTAVIR

The Butcher's advancement did little to tone down his wild side, and Kommander Orsus Zoktavir is not only one of the most difficult warcasters for Empress Ayn Vanar to control but a difficult warcaster for players to control as well. Arcane Dementia makes planning ahead a real challenge, but on a good turn epic Butcher can carve through enemy models with psychopathic grace and ease.

Epic Butcher gives up Iron Flesh but maintains the powerful Fury spell and picks up "Rage Drives" to improve warjack performance when played aggressively. This makes him a powerful warcaster for offensive support but less useful in supporting a more defensive play style. The Feel the Hate feat further supports this doctrine of aggression. With a turn of significant carnage against enemy models, Feel the Hate unleashes vast quantities of additional destruction at the end of the turn.

VLADIMIR TZEPESCI

VLADIMIR TZEPESCI, THE DARK PRINCE

While Vlad possesses numerous strengths, the Signs & Portents spell is the most defining element of the warcaster. For a mere 3 FOC, Vlad can increase the odds of hitting an opponent and increase the average damage of every friendly Khador model within 14" in every direction. In any army list, this is a valuable tool, but the more friendly Khador models on the table, the better. Signs & Portents becomes even more powerful in high model count 750-point lists and truly invaluable in multiple warcaster games.

Vlad also showcases the Determined Assault philosophy of the Khadoran offensive. Boundless Charge allows a model to perform a rapid assault regardless of rough terrain, and Forced March allows Khador warjacks to outdistance even bonejacks for a turn. Combine Boundless Charge and Forced March on a Spriggan to exceed the charge threat range of even the fleetest cavalry.

VLADIMIR TZEPESCI, THE DARK CHAMPION

Epic Vlad has numerous great spells and several unique model abilities, but one aspect of the model towers above anything else: Blood Legacy. The Blood Legacy feat can turn even the most humble warrior model into a killing machine for a round with significant boosts to damage output, survivability, and threat range.

That said, there is more to Epic Vlad than simply hoping enemies leave their warcasters open to a Blood Legacied charge. Effective use of Epic Vlad's support spells separates a decent Epic Vlad player from a great one. Consider, for example, the combination of Assail on Beast-09, Wind Blast to clear smoke from his line of sight, and Hand of Fate to allow Thresher attacks to hit and damage with ease. Combine the toolbox spell list with the sledgehammer feat to get the job done.

GURVALDT IRUSK

KOMMANDANT IRUSK

Irusk is an excellent example of a balanced warcaster. He has an impressive warjack buff spell in Superiority, a potent board control effect in Inhospitable Ground, numerous warrior buffing spells and abilities, and even some offensive punch via Onslaught and Airburst. As with most balanced 'casters, the tools are all in place; the trick is to manage Irusk's limited focus reserves. Do not fall into the habit of casting the same spell every turn. Look to the board position to make the most effective use of the limited resources.

The Undying Loyalty feat provides a moderate offensive boost for warrior accuracy but a substantial defensive boost for warrior survival. Against armies with superior threat ranges, do not hesitate to use Undying Loyalty early to minimize casualties. Many Khador warriors will still hit without the +2 attack bonus, but they can't do so if they're dead.

SUPREME KOMMANDANT IRUSK

Epic Irusk is another balanced warcaster with support for warjacks and warriors, board control potential (most notably during the turn he uses Desperate Ground), and good damage output in his own right. The Blitzkreig spell in particular can offer efficient support in larger games. For warjacks on open ground, Blitzkreig is a slight improvement on the more common Boundless Charge, and it affects the whole battle group for 3 FOC rather than just a single model.

Irusk will still want to keep plenty of warrior models nearby, however, for his numerous warrior-oriented abilities. Without spending a single focus point, Irusk can grant nearby models enhanced maneuverability (with Martial Discipline) and survivability (with Total Obedience), and can even issue special orders to units that have lost their Leader or Officer.

KARCHEV THE TERRIBLE

On the surface, Karchev the Terrible is the ultimate warjack 'caster. His feat, his spells, his abilities – everything is focused on himself and his warjacks. But looks can be deceiving. Iron Curtain and Fissure may never reference the Winter Guard Mortar Crew or Rocketeer, but such models have as much synergy with a Karchev list as the warjacks that clotheslined the unsuspecting enemy models. With the powerful DEF debuff of knock down, mortar shells, rockets, and blunderbuss fire can ensure an enemy will never get back up.

The Tow spell can be a powerful movement buff for Karchev's warjacks, but it also carries an element of risk. When using Tow, be sure to leave plenty of metal between Karchev and his enemies. ARM20 is tough, but a focused offensive can still break it quite easily.

Andrea Uderzo

The Greylords' Blizzard and Zerkova's Frost Storm are a natural complement to the Prowl and Augury abilities of the Old Witch.

ZEVANNA AGHA, THE OLD WITCH

The Old Witch has that special something that every other Khador warcaster can only wish for: an arc node. It's technically an "arcantrik relay," but that's just semantics. Zevanna Agha can sling spells from well beyond their actual range values. Most useful for attacking enemies with Strangling Chains, it can also help buff friendly units with Iron Flesh or Weald Secrets from beyond the usual limits of the Old Witch's range or line of sight.

The Old Witch also exerts powerful board control with Murder of Crows, Unseen Path, and the army-halting Field of Talons. The extra mobility that the Old Witch grants her army works well with models like Yuri the Axe and his cohort Manhunters. Any area of forest terrain can quickly turn into a woodland ambush that would make a blackclad blush.

ALEKSANDRA ZERKOVA

Zerkova does not have a signature spell so much as a signature way to cast spells. Her Arcane Artifacts ability provides exceptional flexibility over her spells and allows her to cast magic cheaper, farther, and without line of sight. The Watcher spell, one of the most important elements of this arcane arsenal, allows her a measure of protection while she gets close enough to enemy models to use her spells. The threat of an attack from a Khador warjack with boosted attack and damage rolls deters just about any would-be assassin.

The Howling Wind feat is another critical element that can maximize Zerkova's effectiveness. Her large control area allows her to spread this powerful feat over vast portions of the opposing army to minimize the offense of their melee and ranged units alike. To make the most of Zerkova's winter storm, use Pathfinder to get her into the ideal position and Watcher to protect her.

1,000-POINT THOUGHTS

The 1,000-point plan of pairing warcasters to stack their strengths or minimize each other's weaknesses definitely works with Khadoran 1,000-point army lists. The Butcher and Epic Vlad make an excellent pairing of warcasters who enhance one another's strengths. A turn of Blood Frenzy paired with Blood Legacy wreaks enough carnage, but adding powerful support spells like Fury and Hand of Fate can spell outright genocide for an opposing army.

Irusk and Karchev make a good example of a 1,000-point pairing designed to cover gaps in their single-caster offenses. Irusk provides the warrior support and a powerful warrior-oriented feat while Karchev provides warjack supremacy and the deadly Unearthly Rage spell. Superiority on one of Karchev's 'jacks combined with Iron Curtain to knock down targets for Irusk's troops just intensifies the synergy of the pair.

In 1,000-point army lists be sure to consider the increased density of models. In a target-rich environment, mortar rounds, bombard shells, and Frost Bite sprays are more powerful than ever in tearing into an opponent's forces. Conversely, Man-o-War and Iron Fang Uhlans continue to ignore many of the attacks typically effective in such game formats. The combination of multi-hit attacks and near-immunity to an enemy's multi-hit attacks provides a real edge to the Khadoran army in multiple-warcaster combat.

Using a warcaster as a kamikaze can be a high-risk but potentially high-yield tactic in 1,000-point games. Trade a warcaster with little to no battle group and a used-up feat for an enemy warcaster with a large battle group and/or a powerful unused feat to gain the advantage necessary to win. Between 'casters who can dish out obscene quantities of damage and 'casters with exceptional maneuverability or threat range, Khador offers plenty of options for their guided-missile warcaster.

BLAST MASTERS

The combination of Khadoran artillery and armor makes it particularly well-suited to the massed combat of 1,000-point games.

The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of Monsternomicon, Vol. 1 and Monsternomicon, Vol II.

THE PENDRAKE ENCOUNTERS:

The Quavash Infernal

By **Luke Johnson** • Art by **Brian Snoddy** and **Chris Walton**

> *Infernals are some of the most despicable creatures known to mortals, but I would argue that the men and women who traffic with these monsters are more despicable yet. The infernals, after all, are evil by nature; mankind can rise above such horrors. Yet some of our number are willing not only to slay their fellow mortals, but to steal their souls and use them as horrid currency in the deals wrought by their infernal contacts. Often, such deals are made for mundane things like physical power—power that comes in the form of a monster known as a quavash infernal.*
>
> *—Viktor Pendrake*

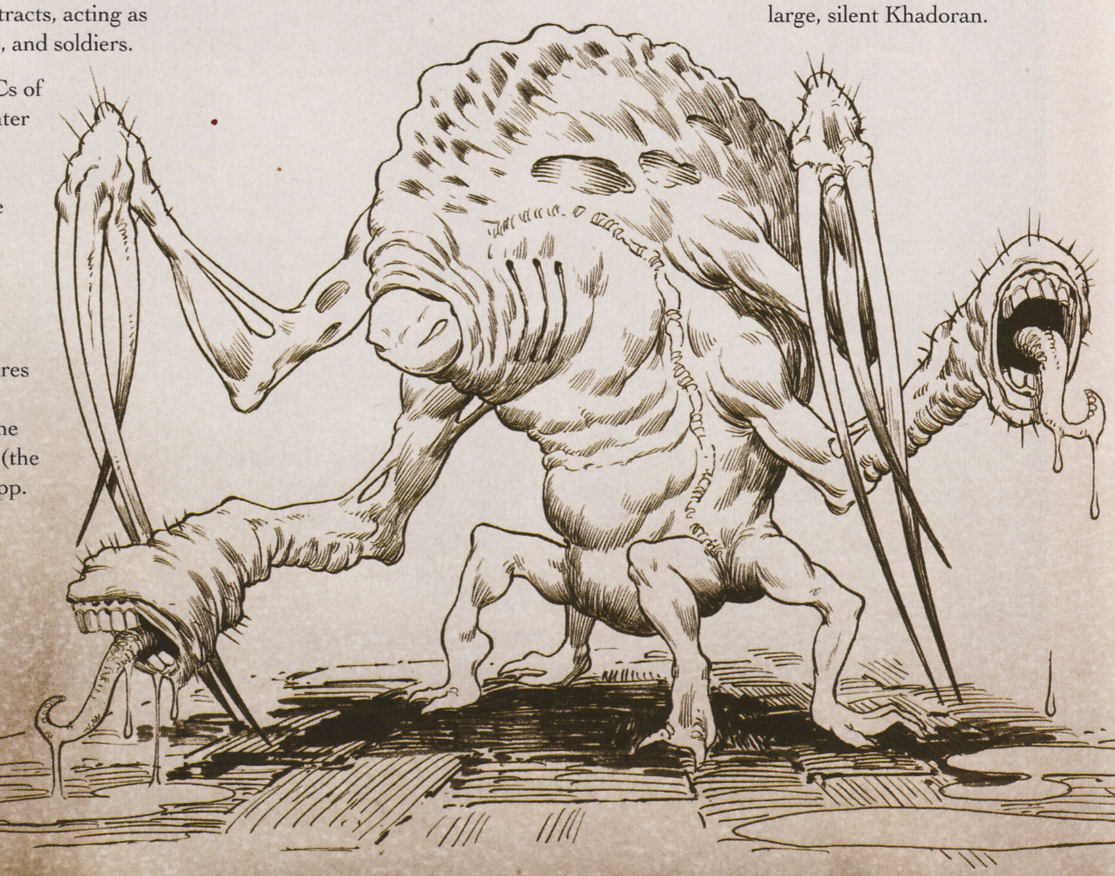
Of all infernals, the quavash most commonly interact with mortals—not to strike deals or to manipulate but to serve as payment in deals between wicked individuals and the evil outsiders. Quavash infernals serve mortal masters (to an extent) for the duration of their contracts, acting as bodyguards, minions, and soldiers.

Designed for four PCs of 8th level, this encounter takes place in a city. The exact city is unimportant, but one generally considered safe can make for a more frightening encounter.

This encounter requires the *Iron Kingdoms Character Guide* and the *Monsternomicon Vol. 2* (the quavash appears on pp. 92–93).

Encounter Background

This encounter occurs in a dilapidated manor house abandoned ten years ago. The wealthy merchant Sarina Waterdown has come into possession of the estate, and she has brought a number of buyers to the manor in an attempt to sell it and make a tidy profit. The potential buyers don't know Sarina is an infernalist who made a deal to secure the services of a quavash several years ago. The creature acts as her bodyguard, taking the form of a large, silent Khadoran.



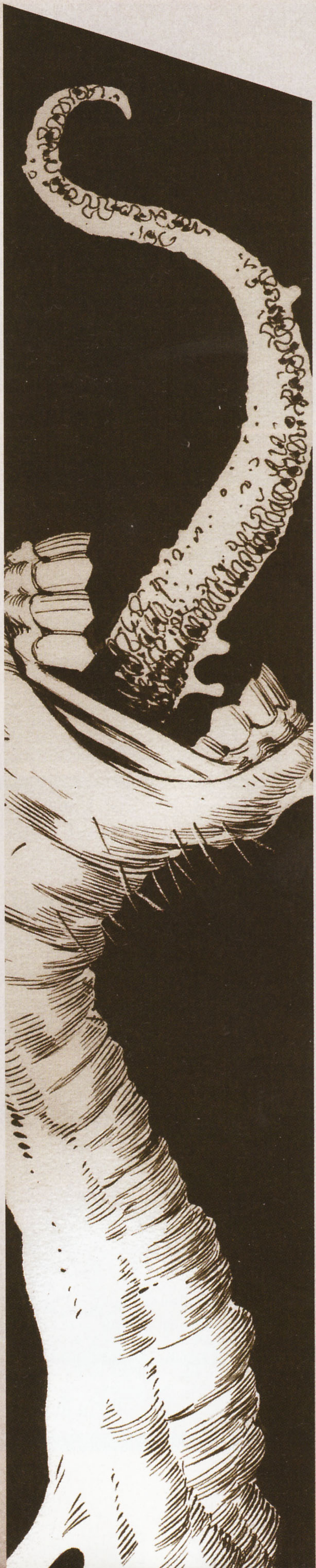
In the midst of the tour, the quavash attacks. The NPCs flee as the infernal clashes with the only force powerful enough threaten it: the PCs. As they battle, the failing mansion collapses around them.

What brings the PCs to the manor is up to you and your players. Some ideas include:

- The PCs serve as bodyguards to one of the potential buyers.
- A PC contact believes Sarina Waterdown is an infernalist. He might even suspect her bodyguard is more than he seems. He asks the PCs to masquerade as wealthy landowners and sends them to the manor to gather information and perhaps draw out the infernal.
- The manor houses something the PCs want: a magic item locked in the basement, incriminating evidence in a bedroom, or something similar. Despite its ramshackle and abandoned nature, the place is always heavily guarded—until now. Sarina doesn't want her buyers to feel the manor is unsafe, so she dismisses the guards during the tour. The PCs take the opportunity to infiltrate the compound.

Why the quavash drops its masquerade and attacks is similarly up to you. Some ideas are:

- The real estate venture is a front: Sarina asked her fellows here not to sell them a house, but so she can kill them. Perhaps she is merely trying to eliminate business competition. Perhaps she wants the quavash to mark their souls, thereby making them a payment to her infernal masters. Whatever the case, the other bodyguards fall quickly to the infernal, but the PCs have a chance.
- The PCs unmask the infernal. Perhaps divination spells, proper scrutiny and skills checks, or forewarnings lead them to believe the Khadoran bodyguard is more than he appears. Alternatively, they may see the bodyguard in action and suspect the worst: if they attempt to assassinate Sarina, the bodyguard could repel their advances. His flesh would be impervious to acid or non-magic weapons, and his spell resistance would ward off any spells.
- The quavash might have orders (from Sarina or from someone whose authority is beyond hers) to attack the PCs specifically. By 8th level, the PCs likely have made powerful enemies. A quavash is an excellent assassin.



The Manor (EL 11)

Sarina Waterdown and her (disguised) quavash bodyguard are at the manor, as are the PCs and any number of potential buyers.

When the PCs (along with their employer, if applicable) arrive at the manor, read or paraphrase the following:

Read Aloud:

You pass a rusted iron fence and continue down a path through a garden. Overgrown with weeds and rosebushes, this path could have been carved from a jungle. The manor house comes into view as you round a bend. It is huge and falling apart and one wing has collapsed. A tree grows up through one of the many holes in the roof. The windows are cracked or shattered. Doors fall from their hinges.

Sarina and the buyers can be inside or outside, depending on your preference.

Sarina takes her fellows on a tour of the manor. The fight with the quavash may begin at any point and depends on the exact method used to expose the creature. When the fight occurs, you may wish to read or paraphrase the following:

Read Aloud:

The bodyguard's eyes roll up into his head. His head rolls back into his neck. His body collapses into a heap of stinking, growing flesh from which short legs sprout and long, spiked arms shoot forth. Two long, flexible tendrils extend from the mess, ending in mouths full of chomping teeth and lashing tongues. Where the bodyguard once stood now looms a monstrosity, taller and wider than a man. Acidic saliva drips from the arm-mouths and sizzles on the crumbling wooden floor.

A woman screams. Then there is pandemonium.

Conditions

Lanterns rest on flat surfaces or hang from hooks to light the manor. (The once-magnificent chandeliers have ceased to function.) Depending on the time of day and the weather, sunlight or moonlight may stream in through the roof and broken windows.

The Collapsing Manor

d6	Result
1–2	**The floor caves in. The creature takes 1d8 points of damage and must pull itself free, requiring a DC 15 Strength check and a move action. (DC 20 Reflex avoids.)**
3–4	**A ceiling beam swings down and makes an attack on the character: Atk +12 melee (2d6+2).**
5	**A chandelier, a heavy beam, or a large chunk of the roof falls from above. It makes an attack: Atk +16 melee (3d6+4). A successful attack also traps the character beneath the object. (He is prone and can't move from his square.) Escape requires a DC 20 Strength check and a move action.**
6	**The 10-foot section of wall nearest the character caves in. The character takes 4d6 points of damage from collapsing rubble (DC 20 Reflex save for half). The wall brings some of the ceiling down with it; characters within 10 feet of the collapsing wall take half damage (DC 20 reduces it to half again). Characters failing their save are trapped under rubble, as described above.**

At the end of each round, roll 1d10 and add the total number of times you've rolled on this table. If the result is 20 or above, the entire manor house collapses. Read or paraphrase the following:

Read Aloud:

A horrible creaking noise—louder and more ominous than anything before—echoes from above. You barely have time to realize what's coming before the walls, the roof, and the entire house collapses on you.

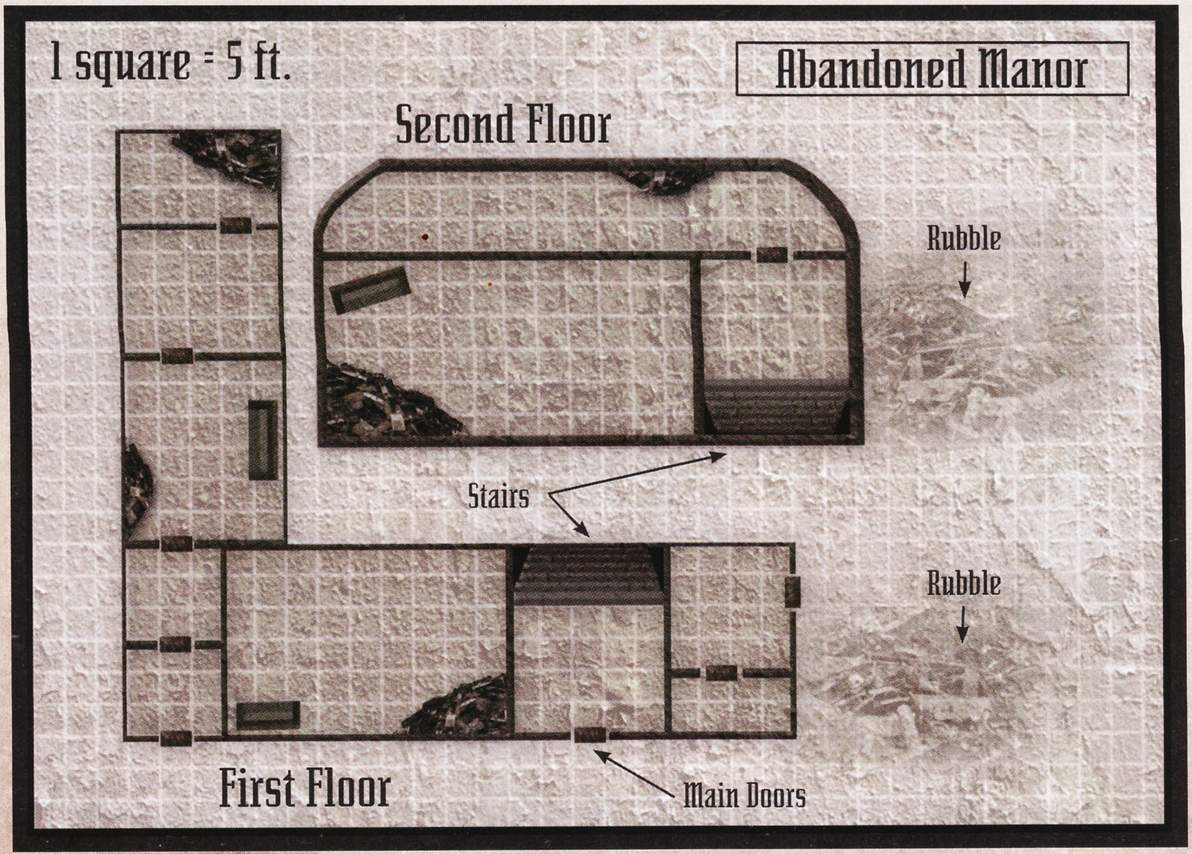
The collapsing mansion deals 5d10 points of damage to anyone inside it, with a Reflex save (DC 23) reducing the damage to half. Those who fail the Reflex save are also trapped in the debris and must dig themselves free with DC 20 Strength checks.

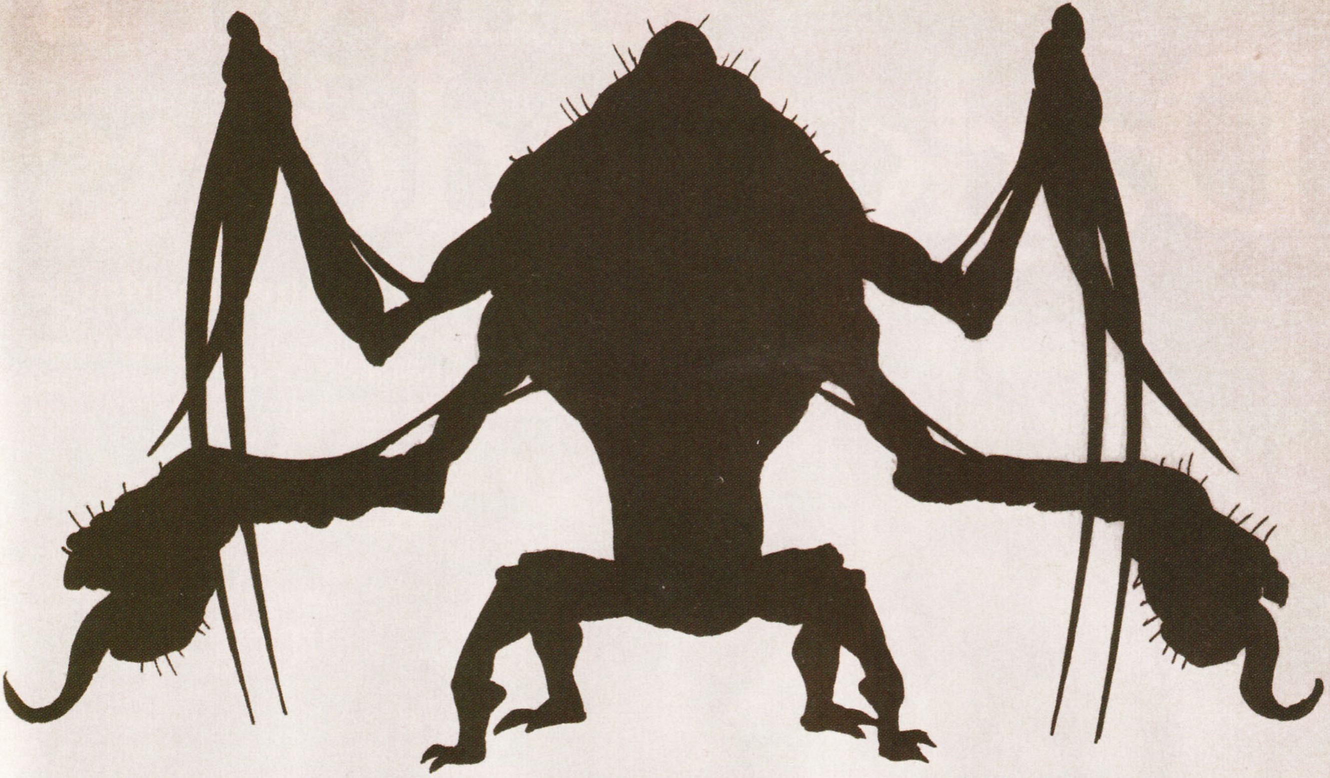
If the infernal (and at least one of the PCs) survive this event, the combat continues. Of course the PCs don't need to worry about the house collapsing anymore, but fighting atop the rubble presents its own challenges. The area counts as difficult terrain, and any creature who rolls a natural 1 on a d20 suffers result 1–2 on the above table.

The Merchants

The potential buyers, their bodyguards, and (probably) Sarina flee when the quavash reveals itself. For the first round or two, however, they remain nearby. If the creature's attention is not yet focused on the PCs, it lashes out at whomever is closest, besides its mistress. If the PCs wish to save some of these people, they need to act quickly.

Depending on your whims, you can introduce the NPCs at various times to make the encounter more challenging. The infernal may scramble away from the PCs who engage it and target merchants cowering in other rooms. An NPC may be paralyzed with fear, posing an easy target for the creature. A buyer or bodyguard may attack the infernal. Such attacks can be as fruitless or effective as you like, depending on the needs of the campaign and how well the PCs fare against their foe.





Falling Apart

As bodies slam against walls, boots pound the wooden floor, and acid splashes across the walls, the building's infrastructure fails. Rafters swing from above. The floor caves in. A wall crumbles. Describe these events in some quick detail, as they add to the suspense and tension. The PCs should realize that the entire manor is about to crash down around them.

At the beginning of each round, randomly determine one combatant (quavash or PC) who will endure some unfortunate problem during its turn. Choose a result from the following table or roll randomly. Do the same when one of the following occurs:

- A creature is struck with a natural 20 (whether or not the critical hit is confirmed).
- A creature rolls a natural 1 on a d20.
- The quavash misses with a ranged acid attack. Randomly determine which creature will be subject to the table's effects.

Creature

Remember that characters can use Monster Lore to realize some important points about the quavash.

Quavash infernal: hp 126. See *Monsternomicon, vol. 2,* pp. 92–93, for the quavash's statistics.

Tactics: The quavash is an intelligent opponent who uses its acid to great advantage. It tries to dissolve the armor of PCs who rely upon it. After dissolving armor, it focuses its attacks first on healers, then on whichever opponent seems most opportune. It doesn't communicate telepathically unless you want it to reveal something about the campaign.

Treasure: The quavash carries no treasure, but someone else might. The PCs might corner Sarina and pull a valuable item from her, or one of the other merchants might give them a magic item in thanks. A good reward for this encounter is an item or combination of items worth about 7,500 gp, such as a *+2 longsword, wand of symbol of stunning,* or *boots of levitation.*

Further Adventures

The events in this encounter can lead to other encounters or more detailed adventures. Some possibilities are:

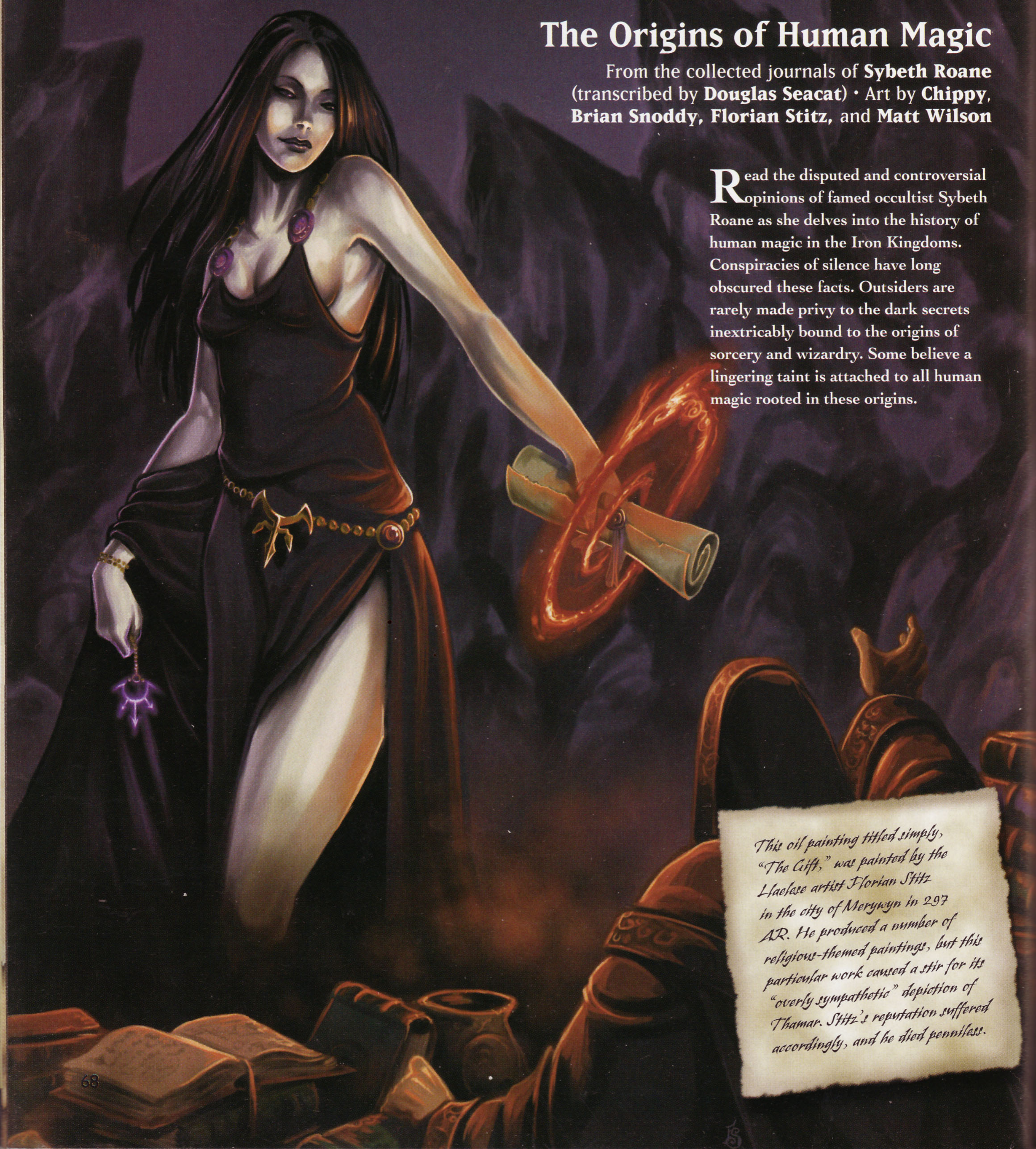
- Sarina and her quavash participate in a large infernalist cabal.
- If Sarina escapes, she swears revenge on the PCs. With her infernal connections, she can make life especially difficult for them.
- The collapsed manor reveals a hook to the next adventure: a mysterious idol, a lost journal, an entrance to a set of unexplored catacombs, or some other clue leading the PCs to the next adventure you have planned.

Sign & Sigil: Gift of a Dark Goddess

The Origins of Human Magic

From the collected journals of **Sybeth Roane** (transcribed by **Douglas Seacat**) · Art by **Chippy**, **Brian Snoddy**, **Florian Stitz**, and **Matt Wilson**

Read the disputed and controversial opinions of famed occultist Sybeth Roane as she delves into the history of human magic in the Iron Kingdoms. Conspiracies of silence have long obscured these facts. Outsiders are rarely made privy to the dark secrets inextricably bound to the origins of sorcery and wizardry. Some believe a lingering taint is attached to all human magic rooted in these origins.



This oil painting titled simply, "The Gift," was painted by the Llaelese artist Florian Stitz in the city of Merywyn in 297 AR. He produced a number of religious-themed paintings, but this particular work caused a stir for its "overly sympathetic" depiction of Thamar. Stitz's reputation suffered accordingly, and he died penniless.

There have been many attempts by historians to sanitize one of the most crucial events in the history of western Immoren. The arrogant blowhards at the Fraternal Order of Wizardry are guilty of endorsing such revisionism. In their fawning adoration of Ascendant Corben the wizards of this group and the Order of Illumination prefer to ignore the immeasurable impact of the goddess Thamar and those who have followed her, most notably Scions Ekris, Nivara, and Stacia.

Thamar's philosophies are not easy for the uninitiated to comprehend. Those who misapprehend her nature cannot fathom that this goddess helped preserve our civilization at its bleakest hour. The lengthy and difficult rebellion against the Orgoth would have been impossible without the aid of Thamar and those who obeyed her instructions, most particularly those privy to the first awakening of magic as bestowed by Thamar's Gift. All our modern industry and mechanika rest upon the shoulders of those early practitioners and the divine patron whose help they accepted. The inheritors of that legacy seek to bury the past, which I will not allow.

The Order of Illumination boasts it is their purpose to shine light into darkness. Let that be my function. I will pull back the veil of lies. Accordingly, I have included here a select few of countless relevant texts, the work of innumerable dedicated scholars. There is far more to be learned, but hopefully this will serve to spark renewed interest in this neglected topic.

Before we examine the Gift itself, I think it is important to look much further back in history and to understand the factors which may have helped give rise to this transformation of human potential.

—S.R.

BANNED

Occultism before the Gift

Does human magic really begin with the Gift of Sorcery? In this era it is tempting to mark a clean dividing line between "when there was sorcery" and "when there was not" to create a neat and orderly distinction. Those of us who have studied the past know things were not so simple.

Many otherwise reasonable scholars prefer not to examine this subject at all. Exploring this topic inevitably invites censure and accusations of being a closet Thamarite. Let us put such superstitions aside.

Learned alchemists know research into supernatural power and its applications existed long before the first verifiable sorcerer arose in the Ordic city of Tarna in 137 BR. Additionally, the Orgoth were not the first people we saw wielding inexplicable energies without relying on prayer. Without question texts on this matter are full of myths and unverifiable claims. It does seem that there was no natural route to sorcery or its more learned counterpart, the art of wizardry, until after the Gift. Yet legend and history describe several notable individuals who rose to dominate their neighbors not by strength of arms or political scheming but by manifesting inexplicable and unnatural power. Yet does this mean Thamar's Gift was a lie or some sort of Thamarite propaganda? By no means!

Let us examine the woman herself, before her Dark Ascension. Even those who fear to name the dark goddess admit both the Twins were remarkable scholars and philosophers in their mortal days. After his retirement as a soldier, Morrow wrote one of the most definitive accounts of ancient Calacia, having personally spent time unearthing forgotten relics and deciphering inscribed tablets. Similarly, Thamar plunged into the mysteries of forgotten secrets with unrivaled enthusiasm. Her intellectual achievements have been eclipsed by her rise to godhood, but we should not forget she was a paragon of the occult well before shedding her mortal coil. Her reprehensible moral choices do not diminish her significant achievements as a scholar.

Thamar's travels across Immoren in search of deeper truth are well recorded in the Enkheiridion. She spent time among myriad splinter cults decried as heretics by the Menite faith. Among those pleasure cults, ancestor worshipers, and feasters on the flesh of the dead, she eventually found the clues she sought. The Church of Morrow has discouraged anyone but ordained priests from studying the journals of Thamar, those black pages writ in silver ink that comprise fully half of their beloved Enkheiridion. Thamar's words are said to be too seductive for weaker minds. As a scholar, I reject this.

Why does the Church of Morrow fear the truth? I disdain superstition, but I will allow that their stance is understandable, if alarmist. Detailed examination of Thamar's journal and Ekris' corresponding notes demonstrate clearly that necromancy and infernalism are the eldest arcane arts, long predating the Gift. This is a truth the Church would prefer to bury. They worry that recognizing this fact would bestow on these black practices some sort of allure.

I find that unlikely. One need not be devout to consider corpse-robbing repellant or to recognize the dangers inherent in other acts classified under the purview of witchcraft. The common man is as protective of his soul as he is of his livelihood. Yet so too we must acknowledge that the natural processes of death and dying impart tremendous latent energies. It is a fact that every human corpse is a wellspring of untapped unnatural power. This is magnified a hundredfold within that ineffable and invisible thing we call the soul. Ah, the imperishable soul! A currency so treasured by the gods and infernals that a single one is worth more to them than all the riches of Caen. It is from these unpleasant but undeniable truths that necromancy and infernalism originate.

It is no coincidence that Thamar's first ascended scions were Ekris and Delesle, patrons of infernalism and necromancy, respectively. Ekris was not only Thamar's lover in life but also a fellow occultist obsessed with dark lore. He was the man who would eventually pen the most authoritative texts on negotiating with infernals. It is a disputed and hotly contested fact, but I think there can be no doubt that Ekris possessed a power similar to sorcery sixteen centuries before the Gift. How? Simple: by way of dark pacts with infernals. It is on record that he willingly sacrificed thousands of innocents to these soul gluttons. Similarly, Delesle codified early necromantic rites, animating the dead to send as a plague against the Menite temples. Some believe the dread Witchfire blade was an invention of her fabrication and possibly a tool employed during her own dark ascension. Yet she was no priestess.

Where arose this lore, this power? Were these two individuals simply remarkable aberrations? The Church of Morrow might have this believed, but any rational mind should find it dubious. The answer is not difficult to unearth, if one examines the journals of Thamar and Ekris in particular. Look back to Morrdh—dark and foreboding Morrdh, a name that still provokes dread, particularly among the sad and downtrodden Morridanes who are the last remnants of that great civilization. This kingdom was no myth to frighten swampie children. Morrdh was real, and so was the power of its lords.

This was the first of what promised to be an interesting series of pamphlets distributed in Ceryl by Jorner Hylestro, a magus of the Fraternal Order and a once-respected scholar of the arcane. He wrote a number of insightful research papers into the lives of Thamar and the early scions, examining their connection to current magical theory and practice.

This particular document was part of a clever but ultimately ill-advised attempt by Hylestro to create interest in a soon-to-be published book. Unfortunately it also attracted the interest of the Order of Illumination. The pamphlet and most of Magus Hylestro's other works were immediately banned and many of them confiscated and burned. The magus disappeared not long thereafter. I have no doubt he was the victim of overly enthusiastic witch-hunters.

Recent Timeline

3500 BR	Morrdh forms from territories seized from the Molgur.
1900 BR	Ascension of the Twins, Morrow and Thamar.
1780 BR	Ascension of Scion Ekris, patron of infernalists, diviners, tyrants.
1610 BR	Ascension of Scion Delesle, patron of necromancy.
1500 BR	Disintegration of the kingdom of Morrdh.
600 BR	Orgoth invasion of Immoren begins.
150 BR	Date assigned to the "Gift of Sorcery" by Thamar.
137 BR	First recorded discovery of a human sorcerer in Tarna.
96 BR	Sebastian Kerwin publishes Dissertations on Thaumaturgical Formulation.
81 BR	Kerwin institutes the Arcanist's Academe in secret.
67 BR	Kerwin founds the Circle of the Oath.
64 BR	Kerwin publishes Synthesis, inventing mechanika.
63 BR	Orgoth destroy Arcanist's Academe, allegedly killing Kerwin.
25 BR	The Order of the Golden Crucible founded by survivors of the Circle of the Oath.
25 AR	Ascension of Scion Nivara, patron of Thamarite wizards and sorcerers.
32 AR	Battle of the Hundred Wizards temporarily frees Tordor from the Orgoth.
102 AR	Ascension of Corben, patron of alchemy, astronomy, and Morrowan wizardry.
111 AR	Fraternal Order of Wizardry founded.
201 AR	Western Immoren liberated from the Orgoth by armies including colossals.
233 AR	Order of Illumination founded after a schism within the Fraternal Order.
243 AR	Khadoran patriots break from Fraternal Order to form Greylords Covenant.
283 AR	Fraternal Order astronomer discovers goddess Cyriss.
579 AR	Inquisition instituted by Vinter Raelthorne IV.
583 AR	"Edicts Against Unlawful Sorcery and Witchcraft" instituted by Vinter IV.
584 AR	Over 250 people executed for unlawful sorcery in Cygnar and Llael.
591 AR	Witchfire blade recovered from ruins in Cryx by Dexer Sirac and Kell Bailoch.
593 AR	Corvis Witchcraft Trial convicts and beheads 5 women.

Morrdh remains a mystery, despite numerous attempts to research its past. Little is known beyond the fact that it was a kingdom once dominating a large region of what is now the Thornwood, southern Khador, and eastern Ord. Magus Hylastro was correct in that Morrdh and the reputed powers of its rulers fascinated both Thamar and Ekris. Thamar was fluent in several now-extinct languages, including Morrdavin, which was favored by Morrdh occultists.

It is worth remembering that the kingdom of Morrdh lasted for two thousand years before collapsing mysteriously around 1,500 BR. The Twins ascended four centuries before this fall. Morrdh was at that time still a factor in regional politics, although it had faded to a shadow of its former glory.

Modern historians dismiss most tales about ancient Morrdh as apocryphal. While it is true such legends become distorted, there is enough to lend credence to the powers of its leaders. Certainly Morrdh established unusual alliances and leveraged terror to seize lands from its neighbors even when its armies seemed inadequate. Old sagas suggest the lords of Morrdh might have even arranged a pact with a dragon. Whatever the source, it appears certain the Lords of Morrdh had access to unusual and powerful allies. Infernalism seems not only possible but also the most logical explanation.

In any other age, Ekris would have been a giant, an emperor, or a god in his own right. Only Thamar's majesty was powerful enough to put such a man in her shadow. Ekris followed the path of Thamar's dark ascension for over a century, piecing together the clues of her path. She left him this challenge, letting him know he could join her only if he proved worthy. She kept many secrets from him to see if he could unearth them.

For decades Ekris buried himself in esoteric tomes and rites. Yet the secrets of ascension eluded him until he accepted a simpler truth. His route to ascension would be the same as Thamar's: the key was the sacred language called Telgesh, an invention of Thamar's. This was no mere alphabet, no simple set of scrawled symbols to stand for the mundane facts of man's daily life. Such is the purpose of our alphabets, our numbers. No, Telgesh was something else. It was the evolution of something primal and ancient, letters branded in fire into the bones and sinews of Caen.

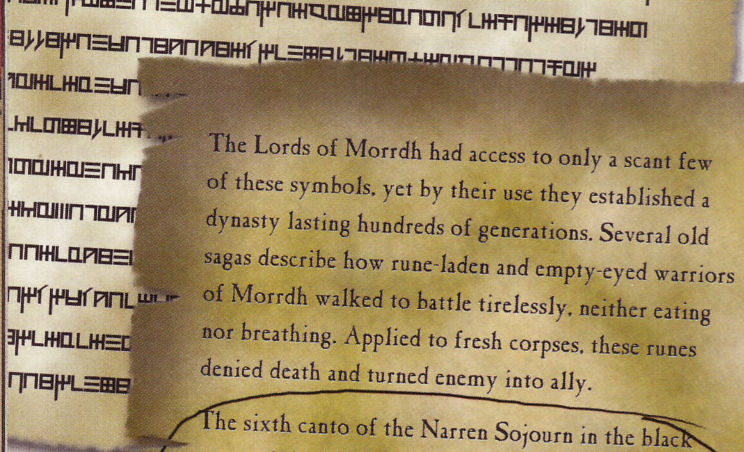
Ekris' journals describe a place deep in the ruined subterranean halls of palaces forgotten by the citizens of Morrdh. There primers were buried containing symbols bestowed on the lords of Morrdh by unnatural patrons. The fathers of Morrdh paid a great price to acquire these symbols. They sought an everlasting legacy and begged it of spirits who tempted them with the promise of limitless power. These men gathered at a deep well called Gidon's Pit, likely the very same site where millennia later the Temple Garrodh would be constructed. There they emptied an ocean of innocent blood into the howling depths to quell a hunger beyond this world. Entire townships were razed in order to sacrifice their citizens to the horrors lurking in the pit. We now call those beings infernals, as if categorizing them makes them more comprehensible.

Dark Ascention 1900BR Ekris, ca. 1780BR How long did Ekris live.??

Gidon's Pit is no more, for which we can be thankful, but it may have represented a breach in the walls between Caen and some infernal realm far beyond. Whatever rested at its bottom did not drink only blood. With every massive sucking intake of breath from that fetid maw those entities inhaled the essence of souls until they were glutted.

The monsters in Gidon's Pit repaid those men who offered them sacrifices by imparting the knowledge of a handful of symbols and the instructions for their use. These were imparted to the fathers of Morrdh as we might throw coins to a beggar. They were true symbols, arcane glyphs through which reality itself can be bent. Armed with these glyphs a man can reach into the fabric of Caen as if it were clay. This is a power akin to the gods', although mortals lack the strength of will and insight to do more than push and prod clumsily, like a child in the mud.

Source??? Which Journals?



The Lords of Morrdh had access to only a scant few of these symbols, yet by their use they established a dynasty lasting hundreds of generations. Several old sagas describe how rune-laden and empty-eyed warriors of Morrdh walked to battle tirelessly, neither eating nor breathing. Applied to fresh corpses, these runes denied death and turned enemy into ally.

The sixth canto of the Narren Sojourn in the black pages of the Enkheirion mentions the great inferno Thamar ignited in the pits of Korshivas, a ruin whose precise location has never been found. There she left nothing but ash and silence. Some have mistaken this tale as a message of Thamar's ultimate humanity. They think Thamar saw something so horrible in those depths that even she felt compelled to obliterate it utterly. It is used as an abject lesson regarding the depths of depravity to which Morrdh had fallen. But careful reading of Ekris' notes shows another possibility. I believe Thamar had found forgotten glyphs in Korshivas and destroyed all record of them so she alone would possess their power.

Source?

The Lords of Morrdh were secretive and paranoid of their rivals. They did not willingly pass what they had learned to their heirs. Five centuries before Thamar's visit, Korshivas was abandoned and all citizens of Morrdh were prohibited from entering its grounds on pain of death. The Lords of Morrdh had forgotten the legacy of their ancestors, and it might have remained buried if Thamar had not ventured there. This was the seed from which Telgesh was born.

Ekris implies his mistress discovered more than necromantic runes in Korshivas. There she found the full name and summoning rites for an infernal sometimes called Teldoquorin, or "He Who Sounds the Trumpet at the Gates of Woe," referred to in some texts simply as "the Sounder at the Gates." Ekris' journal insists that Thamar never summoned the Sounder, but Ekris dared what she would not. His communication with this infernal was the keystone of his negotiations for extended longevity and power. I believe it was the Sounder who accepted the offering of the first fathers of Morrdh and who would later consume thousands more sent by Ekris in his private bartering. In negotiation with such creatures, Ekris surpassed his mistress, and by this work he unraveled at last the process leading to his own ascension, making him First Scion.

Thamar did not complete Telgesh in her mortal days, which is why the alphabet appears incomplete. Her work continued in Urcaen, where Scion Ekris eventually joined her. Telgesh provided the seed for an arcane system later perfected and eventually translated into a form we mortals could comprehend, then passed down to help foment the early rebellion against the Orgoth. This was Thamar's Gift. The arcane alphabet employed so casually by wizards and warcasters today is derived ultimately of the blood debt of Morrdh and those sacrificed by Ekris. We who praise the First Scion know this truth.

This is an excerpt from the most intelligible section of Sargon Bainwight's otherwise tedious book First Scion: Lord of the Chosen. Bainwight's fawning obsession with Scion Ekris biases much of his research. Sargon created a stir in Ceryl's arcane society in the late 400s by claiming to be a wizard of formidable power. He proved to be more air than substance. He was slain in an embarrassingly short wizard's duel with an unremarkable Fraternal Order magus. Whatever his talents, Sargon owned several priceless ancient manuscripts by Ekris and his immediate followers. None of these texts was found after his death, and their disposition is unknown.

If Thamar and the eldest scions were constructing a system of magic to bestow on mankind, they took their time delivering it. I vehemently disagree with the simplistic analysis of men like Sargon Bainwight. Seventeen centuries passed between the Dark Ascension and the Gift of Thamar! Even for gods, that is a long time. During this intervening period magic as we know it remained unknown. Whatever occult advances Thamar made she kept to herself until long after the Orgoth had conquered western Immoren. Surely she could not have held such a power, or she would provided it to us earlier. That she had personal power is undisputed, as her apotheosis is a matter of historical record. But I do not think she yet had the means to help humanity—not without external help.

A common question arises when examining the Orgoth Occupation: Why did the gods stay silent so long? What occupied Menoth and Morrow while people were enslaved and subjected to barbarism? I cannot answer. Despite the kind words of priests it may be that our happiness is irrelevant to the gods so long as we continue to breed and feed our essence to the War of Souls. Is a happy soul more valuable than a miserable one? I expect the opposite is true.

Morrow the Prophet was likely the first to predict that the Orgoth would not vanish without divine intervention. Morrow is known for his foresight, and no doubt he peered into the future and observed the extinction of all the faiths of Immoren should events continue as they were. Open war had erupted between the Orgoth and the Church of Morrow, a war the priests were doomed to lose. They had little power, and the citizenry was disarmed and accustomed to meek obedience. The Morrowan, Thamarite, and even Menite religions were likely doomed to become merely footnotes in history.

Likely Morrow pondered long and hard on this puzzle, perhaps wiling away a century or two as the situation on Immoren worsened. Morrow knew humanity required some more versatile tool, a weapon of the mind. He needed to plant a seed that could grow of its own accord into a versatile arsenal. The people of Immoren needed a new way of waging war.

If you will indulge a slight flight of fancy, let us imagine Morrow brooding miserably in Vrcaen during the height of the Orgoth Occupation. To his far-reaching eye, all the threads of future possibility presaged the inevitable destruction of his religion, crushed under the heavy heel of Orgoth boots. So he turned at last, unhappily, to his sister. He knew she was the cleverer of the pair, even from childhood. She had ever been capable of the unexpected.

"Sister," he pleaded, "please tell me . . . . What weapon can we deliver to our afflicted followers so they may evade annihilation? Your religion is as much at risk as mine."

After some thought Thamar answered, "I do have an idea. But you will not like it."

I picture Morrow waving dismissively, not wanting to poison his tranquility with whatever devious thoughts slithered in his sister's mind. "No details! Consider your plan in all its particulars. I will look to the future and see if putting it into action will bring the change we so desperately require."

Once more Morrow peered ahead along those same strands of fate, yet adding Thamar's plans into his precognitive equation. He saw what he had not dared to hope. There was a chance for the survival of the people of western Immoren, with the Orgoth driven out and destroyed. It would not happen quickly or easily, but it was victory. "Yes!" He commanded to his sister, "Put your plan in motion, without delay!"

Considering the importance of contracts and agreements, particularly among the gods, Thamar would have made sure to formalize this endorsement. "Do I have your unconditional support on this matter? May I serve as proxy in your role as guardian of humanity for Immoren, as granted to you by Menoth? Will you commit to my plan with the full scope of your authority?"

Morrow may have hesitated, knowing this was his last chance to maintain his principles. But in the end he acquiesced. "Yes. Do as you must." With those words he sealed an agreement and entered into a bargain he might later come to regret.

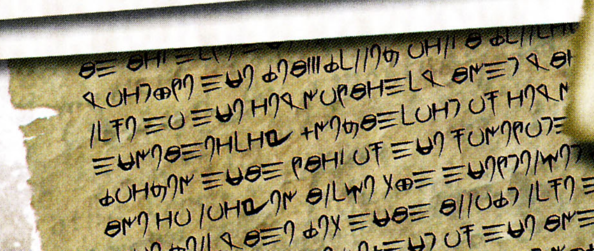
Some members of our faith believe Thamar tricked Morrow, deceiving him utterly. I do not credit it. I prefer to think Morrow knew he had no choice. I believe the Twins are equally culpable for whatever taint they passed to us. Morrow is no god of absolute good. He is a god of compromise and facilitation. He preaches one must walk the path that brings the least harm. Thamar opened the gate to that path, and in walking it Morrow stained his divine soul.

Sadly, we do not know the details of Thamar's plan. Or rather, we know only the mortal half of the equation. What few surviving texts we have uncovered of the Circle of the Oath suggest that freedom from the Orgoth came at a price to future generations. Little remains to clarify the nature of that debt.

Some might ask, "Why involve Morrow in the first place?"

In sealing their compact, the Twins aligned into a conspiracy to defy their Creator. That they did so to preserve faith itself is of no consequence to Menoth or his blindly zealous followers. The reward for our unique gift in this case is to endure being hunted. When caught we are roped to a stake and lit a fire, not for our own temerity or choices, but for the sins of our ancestors and the defiance of two once-mortal gods.

A partial rebuttal to Sargon's last points, the next text is part of a correspondence I exchanged with an esteemed colleague. He will have to remain anonymous for his own safety; his life would be made uncomfortable were his peers to discover his Thamarite inclinations.



The first immediate beneficiaries of the Gift were the initial generations of sorcerers, born by the hundreds after 137 BR. Like tadpoles killed by hungry fish, most of them were extinguished before they could accomplish much. Soon thereafter arose the Circle of the Oath. This group is now extinct, but its work and organization left a lasting legacy on the orders that would follow. So began the long and painful process of rebellion that would eventually end Orgoth tyranny.

A sorceress named Helena Vashere published the following pamphlet in Ceryl in 604 AR. I should acknowledge that my resurrecting the text may provoke retaliations. I am ready for that. Sadly, the author proved less prepared. Months after the pamphlet's publication, her body was discovered in the water by the city's piers.

The True Founding of the Circle of the Oath

The deeply ingrained antipathy between wizards and sorcerers is understandable given the example of several brutal inquisitions in recent memory. It could be argued it was a matter of survival for wizards to distance themselves from those who were being hunted and killed on fabricated charges of witchcraft. I can understand this, but I feel no sympathy for the countless wizards who joined groups like Vinter Raelthorne's Inquisition and participated in the murder of countless men and women who should have been their peers.

An examination of the history of inquisitions is not my purpose, as fascinating as that might be. But I think it is imperative to understand the connection between all humans who practice the arcane arts. It matters not whether that talent was bestowed at birth or arose from tedious study.

One of the primary justifications made by the established wizard orders to distance themselves from sorcery has historical roots. The first recorded mention of sorcerers presaging the rise of a new generation of such individuals was noted in Tarna in 137 BR. After this date there was an explosion of children born with sorcerous potential across western Immoren. This has prompted us to date the Gift of Thamar to just before this time period, with 150 BR as the arbitrary point of inception. Sadly we have few records about the young and likely terrified children born as sorcerers during this time. They likely had no inkling of the source of their power or how to put it to use. Many were killed by their own parents, drowned in tubs, lashed to death, thrown into wells, and other cruelties. Others were snatched by the Orgoth and either killed or enslaved.

The Fraternal Order makes a point of the fact that the first advances of their art date from Sebastian Kerwin's efforts beginning in 96 BR, 41 years and two generations later. Clearly, they argue, their own art has only a tangential connection to this "Gift of Sorcery" imparted as "a plague by Thamar on humanity." They insist their more analytical process was an invention of Sebastian Kerwin, perhaps after having witnessed the raw, tainted, and untamed energies of sorcerers firsthand.

This is utter rubbish, part of a systematic campaign of lies and deception. The birth of sorcerers was likely a side effect of the true divine intervention of Thamar. Even when sorcerers were appearing all over Immoren they were relatively few among the total number of births. Sorcerous abilities were an aberration, like albinism or keen hearing. This was simply the outward sign of an invisible change that happened to every human born after 150 BR.

The Fraternal Order of Wizardry has taken pains to acquire or destroy every copy of an obscure paper by Sebastian Kerwin titled Arcana Progenesis. This was written in 97 BR and predates his more widely circulated Dissertations on Thaumaturgical Formulation published one year later. In this rare document Kerwin theorized that some agency, possibly divine, had unlocked a fundamental change in humanity which gave rise to sorcery and "which allowed mankind to access hitherto untapped potential." He went on to say: "By this power man can now manifest will as tangible energy, evoking force, prompting transmutation, and allowing other as-yet-undiscovered manipulations of reality." He believed strongly in the systematic analysis, categorization, teaching and improvement of these processes, but none of his works suggests he studied sorcerers to arrive at these ideas.

Arcana Progenesis has the following intriguing introduction, penned perhaps as a letter to its original intended recipient: "I have recently made the acquaintance of several helpful colleagues, whose names I must withhold for their own safety. I was reluctant to indulge them, as I had heard rumors of their disreputable religious beliefs. After putting my preconceptions behind me I have found them to be not only reasonable but also profoundly insightful. I believe their aims are the same as ours. They seek to destroy the Orgoth. Together we can lay the groundwork so future generations can bring this to fruition. It will require trouble and toil, but we academics should not forget our responsibilities. Our minds are an asset we can employ against our oppressors. We cannot turn away any friends who share this goal nor embrace ignorance from a fear of what we may find in the darkness." Later in the text he mentions "... remarkable runes which have no power if written by an undisciplined mind but which spring to blazing life in conjunction with certain specific mental contortions." His phrasing in these texts gives the impression he was surprised to discover these runes, as if they were provided to him by an external source rather than being his own inventions.

These lines have been dismissed as immaterial, but this and other evidence from the period strongly suggests that Thamarite septs were involved in the founding of the Circle of the Oath in Ceryl in 67 AR. Accounts maintained by the Shroud confirm this, although such sources are ignored by the Morrowan establishment. Sebastian Kerwin was their most brilliant and leading voice, but he did not arrive at these ideas in a vacuum.

Thamarites insist that the fundamental precepts of Kerwin's theories were derived from direction provided by Thamarites gifted by divine visions passed to them by Scion Ekris. This is clearly described in the banned text The Ekris Prophecies. Kerwin has been elevated almost to the level of an ascendant in the folklore of the modern wizard orders, and they have buried all evidence that he openly conspired with Thamarite priests, learned the rites of both necromancy and infernalism, and advocated any and all measures necessary to lay the foundation for the Rebellion to come.

Both the Fraternal Order and the Order of Illumination decry these claims as slander, which I take as confirmation of truths these groups fear to expose. Unfortunately, proving these statements is difficult. Most journals penned by Kerwin's own hand are now under lock and key deep within the archives of the Fraternal Order Stronghold. Those who would give rise to Khador's Greylords Covenant stole similar works and have kept them hidden and protected. Why take such measures if the books did not paint a portrait of Sebastian Kerwin that these wizard orders do not wish to be made public?

Even more telling is a comparison of the accolades heaped upon Sebastian Kerwin to the utter disregard shown for the work of other equally prominent individuals. Take as the foremost example Nivara, now Scion Nivara. She is a woman whose existence the wizard orders have never acknowledged despite the crucial role she played in the development of wizardry. Nivara ascended in 25 AR after spending her life training dozens of prominent wizards and encouraging them to use their powers against the Orgoth.

Documents found by Professor Melorr Krane at a recent archaeological dig near Orven suggest that Nivara's foremost disciples played a key role in the Rebellion. These men and women went on to become the foremost leaders at the Battle of the Hundred Wizards in 32 AR, which temporarily freed Tordor from its occupation. Arcane texts from this period show clearly that Nivara invented many of the common evocation rituals still in use by battle wizards today. She took the idea of wizards as weapons against the Orgoth literally and did much to demonstrate the offensive power they could wield in war. Nivara's association with Thamar is one reason scholars have ignored her historical role, but I think in doing so they are denying an essential element in the evolution of their art.

The lack of conclusive knowledge regarding the Circle of the Oath is a frustrating hole in occult lore. We do not even know precisely what "Oath" they swore to uphold, although it is generally believed to have pertained to fighting against the Orgoth with all the power at their disposal. Still, some suggest—without much evidence—some sort of infernal pact or conspiracy.

None of this answers the central question of what Thamar did to arrange for humans to access the arcane. What arrangements did she make, and with whom? What debt is owed them?

I offer the next document with a caution that it may be nonsense. Individuals claiming to see visions of Urcaen are nothing new, and few are credible. This text is one such account, made by a former member of the Order of the Golden Crucible who fled to Ord in 523 AR after allegedly poisoning his family. He is believed to have exposed himself to a variety of damaging alchemical mixtures that worsened his mental instability and died by swallowing his own tongue months after writing this letter. Some Thamarite scholars believe it describes a vision bestowed by Scion Lukas, patron of the deranged.

In a dream, I saw it, the shifting shadows parted and I walked the ashen plain of Urcaen. I witnessed a throng of the Chosen, bowing before their mistress. Ah, the surpassing splendor of the dark goddess! She was beautiful beyond words. Darkness swirled around her like gossamer veils. Lightning rent the maddened red sky which boiled and seethed. I was like a bird or an insect, a witness to far greater beings, ignored for my own insignificance.

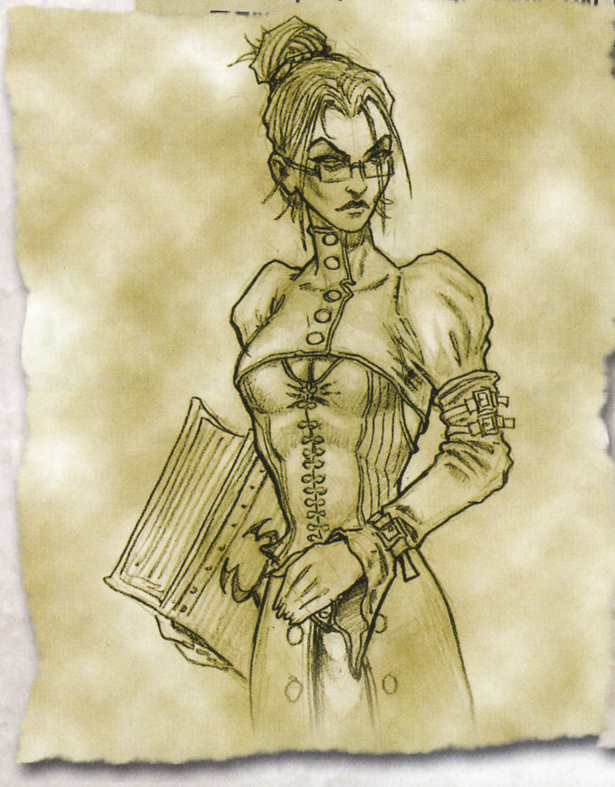
I followed as Thamar left the others, accompanied only by two of her most puissant servants. At her right a man in flowing robes gilt in gold and whose hands dripped blood that never dried, arms drenched to the elbows in gore. To her left a lean woman whose body was tightly wrapped in long strips of leather and whose smile contained a thirst for violence. Jagged blades and instruments of pain adorned her body like jewelry. These three ascended a towering stairway suspended inexplicably above a yawning chasm. Below was nothing but roiling smoke and the light of impossible stars. I was drawn after them like a wisp of vapor.

The stairs terminated into emptiness, but we appeared suddenly within a strange stone chamber filled with a cold blue radiance, with no doors or windows and where the walls did not stand perpendicular to the floor. Three inexplicable and inhuman entities waited there. Their slender and smooth-skinned bodies repulsed me, and their black empty eyes compounded my terror. I knew I should not be witness to this but I could not avert my gaze.

One of these long-fingered creatures extended a tube set with sigils toward the bloody-handed man, whose staining touch did not mar its polished surface. From this he pulled forth a vellum scroll writ thick with serpentine lettering. Those letters I have never seen before or since. I watched the goddess cut her palm and sign this document in divine blood. I felt more than heard some thrumming vibration like the knelling of a gong. I awoke gasping for breath back in my squalid room. For three days blood seeped from my eyes and beneath my fingernails as punishment for what I had seen.

I do not put much credit in this account, but certainly it is descriptive. There are many indirect references and hints that infernals belonging to a faction called the Nonokrion Order were the ultimate source of Thamar's Gift. Certainly all infernalists with whom I have corresponded confirm these entities are superlative in the arcane arts, manifesting abilities mortal wizards have never duplicated. Many theories have been postulated as to what Thamar might have offered them in exchange, but nothing is known for certain. One likely theory is that the Orgoth were also backed by infernals, perhaps representing some warring faction opposed to the Nonokrion Order. Some believe Thamar offered a great harvest of future human souls, a reaping that will require slaughter on an unparalleled scale. Others say they were offered a portion of Thamar's domain in Urcaen, from which they could join the War of Souls directly.

Analysis of passages from Oath documents indicates that the debt for Thamar's alleged negotiations was deferred by at least seven centuries, although the exact number is disputed. Did this countdown begin when Thamar negotiated the Gift? If so, that time came and went fifty years ago without our notice. If this deadline dates from the founding of the Circle of the Oath, we can expect horrible consequences as early as 633 AR. We know too little to say with any certainty. Personally I believe we have yet to pay this debt, and those who will collect upon it will be coming all too soon.



Introducing Sybeth Roane

Sybeth Roane is an infamous figure among the occult community of western Immoren, her name known in Ceryl, Caspia, Leryn, and even Korsk. She was once discreet about her Thamarite beliefs but in recent years has become bolder in flaunting her religion. She has made her fame as an occult scholar whose acumen on arcane matters is indisputable. Her peers are uncomfortable offering her praises due to her scandalous religious beliefs.

She has managed to evade persecution by turning the law against itself, exploiting the fact that there are no explicit laws against the worship of Morrow's dark sister. The theory has always been that these individuals will eventually invite their own destruction. Technically one cannot be arrested in Cygnar, Ord, Llael, or even Khador solely for worshiping Thamar. Illicit deeds done in that goddess' name are another matter.

Sybeth Roane has been scrupulous never to implicate herself in any actual crimes, although she has skirted close to the line on numerous occasions, particularly for endorsing prohibited or banned books. She advocates that knowledge must be made available to all and that learning and education should not be infringed by arbitrary restrictions.

This becomes a stickier topic when applied to arcane lore, which includes several practices that are, in fact, illegal. This includes necromancy and infernalism. Sybeth claims only a theoretical grasp of these forbidden practices and maintains she does not indulge in them personally. Despite this she is closely watched by the Order of Illumination. These zealous Morrowan witch-hunters are adept at finding justifications to destroy notorious Thamarites. As yet, Sybeth Roane has survived their scrutiny. She has the friendship and support of people in surprisingly high places, as her presence is enjoyed by university intelligentsia and noble dilettantes in most major Ordic and Cygnaran cities. She is a frequent visitor to Ceryl and Five Fingers, where she has many contacts among occult and Thamarite communities.

Sybeth has proven to be a formidable wizard in her own right, quite capable of using magic to defend herself. The Church of Morrow deems her subversive and dangerous but has been unwilling to devote resources to dealing with her, perhaps fearing what such a pursuit might do to their reputation. Instead their own scholars and theologians wage a more civilized war of words with Sybeth, engaging in printed counterarguments among the scholarly circles of major cities.

Whatever her ultimate agenda, Sybeth represents the more seductive face of Thamarite worship, subtly working to convert arcanists to her faith by applying reason and logical persuasion. She is quick to ignore or gloss over the many violent acts, including ritual murders, performed by some people in Thamar's name. She argues that such elements are simply unenlightened examples of her faith. She prefers to focus on Thamar's message of mental freedom and empowerment. She enjoys criticizing those who would persecute members of her faith for inadequate cause and takes particular delight in unearthing hypocrisy in both the Church of Morrow and the mainstream orders of wizardry.

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By Colin Chapman • Art by Matt Dixon

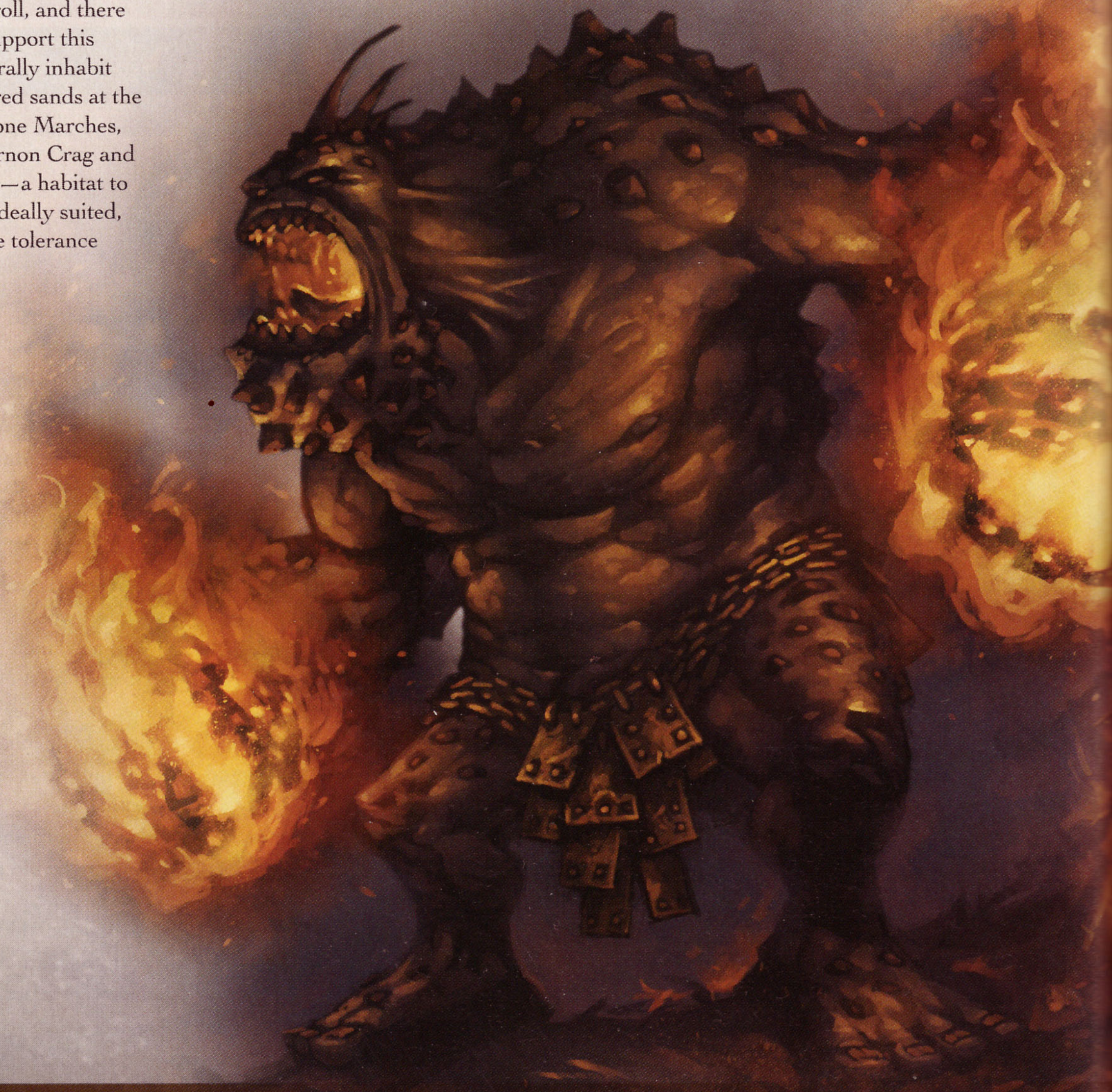
Pyre Troll

Nothing wakes up the enemy like a splash of fire hitting their tents before dawn!

—Grissel Bloodsong

The unique metabolism and adaptive qualities of the troll have led to the establishment of a bewildering variety of subspecies, not least of which is the pyre troll. Pyre trolls have the same gait and general appearance as their cousins but are even more awe-inspiring despite their smaller size. Corded muscles and sinews ripple beneath their deep burgundy or ochre hide, and lung-searing waves of heat shimmer in the air around them. They are more frightful still when they vomit forth balls of flaming black ichor or disgorge that foul substance onto their great thick-nailed hands, wreathing them in flame.

Scholars postulate the pyre troll is an offshoot of the pitch troll, and there is much evidence to support this hypothesis. Both naturally inhabit the same sun-blasted red sands at the fringes of the Bloodstone Marches, particularly east of Ternon Crag and near Scarleforth Lake—a habitat to which both trolls are ideally suited, given their remarkable tolerance



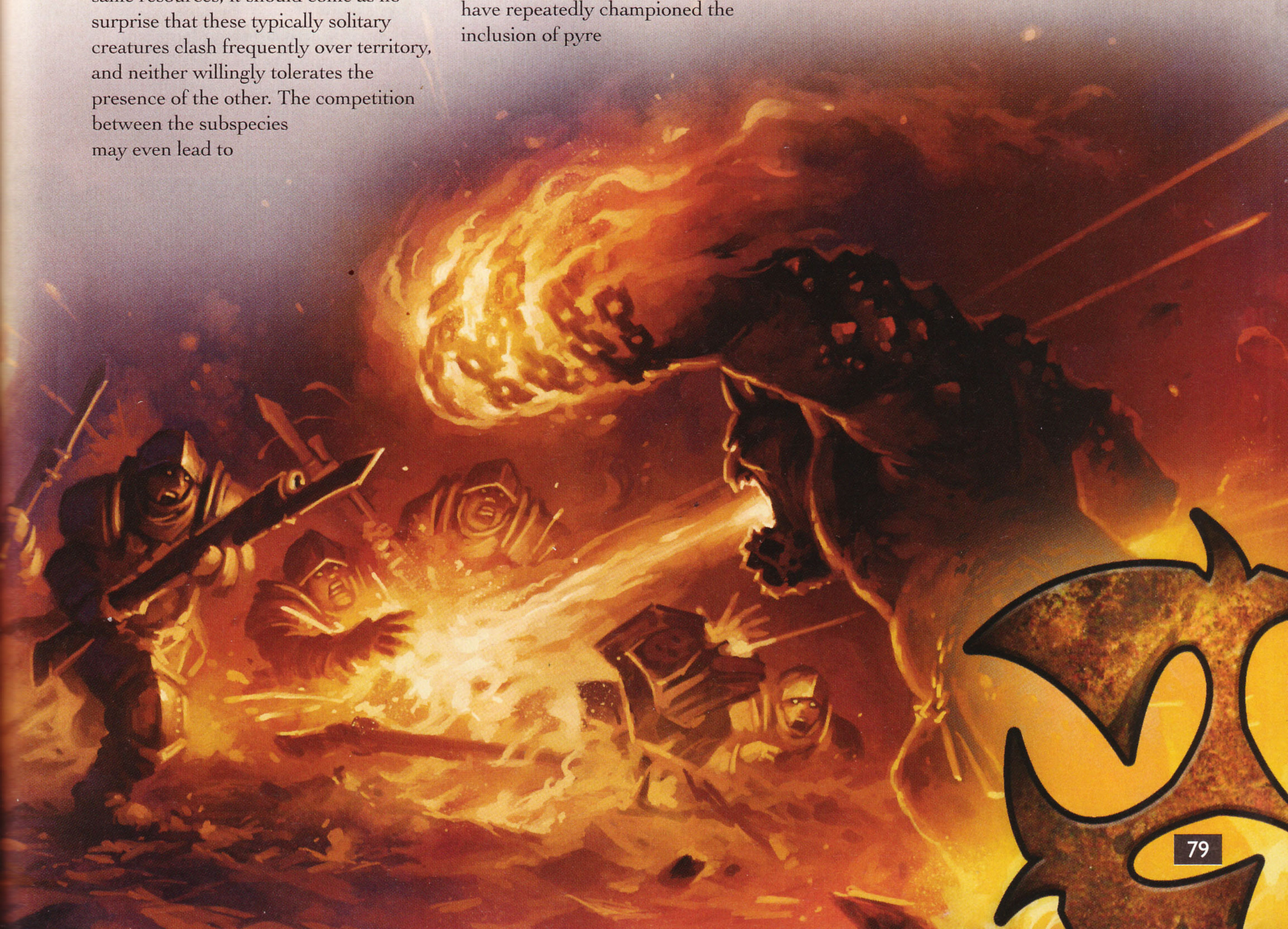
for heat. Indeed, both types of troll positively revel in high temperatures, and the wine-colored skin they share provides adequate camouflage against the crimson sands. The pyre troll and the pitch troll alike evince the greatest delight when consuming an unusual rank-smelling, tar-like liquid that naturally bubbles to the surface of the sands in scattered oases of the northern and southern Marches. The remaining diet of both creatures is also largely identical and astounding: rocks, plants of extreme toxicity, venomous animals such as snakes and scorpions, and even scraps of metal all make their way into these trolls' voracious maws.

The extent of these similarities makes it difficult for the uninitiated observer to distinguish the two troll species. Unfortunately, mistaking one for the other can prove extremely hazardous because pyre trolls are significantly more aggressive than pitch trolls, and whereas the latter can belch forth nausea-inducing gas, the former can vomit up viscous globs of flaming ooze. Considering that both subspecies share the same habitat and compete for the same resources, it should come as no surprise that these typically solitary creatures clash frequently over territory, and neither willingly tolerates the presence of the other. The competition between the subspecies may even lead to the eventual extinction of the pitch troll. Observers note its numbers have dwindled dramatically as the pyre trolls have prospered and proliferated.

As foul-tempered and lack-witted as they are, pyre trolls might have remained only an interesting footnote in the natural history of Immoren were it not for the actions of the famed trollkin fell caller Grissel Bloodsong. It was in 606 AR that the skorne invaded in force, and many trollkin kriels fell beneath that initial onslaught. One such attack took place on the banks of Scarleforth Lake, and amid the chaos of this clash of trollkin and skorne, the fell caller witnessed the death of her mate, Turgol Redeye. Her anguished, enraged cries reached the nearby pyre trolls with which she'd had previous contact, and they answered her call. By her side, they gave vent to their burning wrath, pushing back the skorne long enough to save the rest of the nearby kriels. Although these trollkin eventually retreated from the region, they took with them a number of the fiery trolls and continued to employ their considerable fighting ability.

Grissel and other warlocks of this region have repeatedly championed the inclusion of pyre trolls among the fighting kriels with some success, but this stance has not been without its setbacks. Many other species of full-blood troll—and certainly the trollkin—are uncomfortable around pyre trolls. This is understandable; with their poor temperaments, their tendency to set fire to anything flammable nearby, the sweltering heat they exude, and a diet peculiar and extreme even by the standards of other trolls, pyre trolls make poor guests. Only their success on the battlefield has led to their grudging acceptance by the sons and daughters of Bragg. Even so, the trolls' ire must often be soothed by a fell caller, and the trollkin let them dwell only on the outskirts of a kriel camp, bound with chains about their fists to prevent them from running amok whenever their tempers stir.

Although it was initially feared that pyre trolls relied exclusively on the flammable tar they happily quaff to fuel their incendiary abilities and that this would limit their effectiveness and lead to supply difficulties, this fear has proven unfounded. Instead, it appears that pyre trolls continue to produce their



conflagrant bile if given a ready diet of rocks supplemented by any local toxic plants or venomous animal species. They certainly still savor the black sludge found in their native habitat, and trollkin warlocks make it a point to supply as much as they are able, but it is a luxury provided in thanks rather than a necessity. Since their exposure to the wider world, pyre trolls have shown a fondness for coal and oils of all kinds, including the peat moss found in abundance in certain areas of Ord. Menoth's Fury is a particularly enjoyed delicacy in those rare instances the pyre trolls are able to partake of it. In fact, they seem to favor Menoth's Fury as much as the tar of their home.

Given their limited ability to comprehend any but the most basic of orders—pyre trolls are oafish by the standards of other trolls—and their lack of aptitude with weapons or tools of any kind, pyre trolls are generally used as shock troops. Their most common tactic is a simple one: they spit a few flaming globules at enemies before vomiting the blazing red-hot muck over their own hands and charging into the fray to rip, pound, and burn. Few foes can resist such a mindless and powerful assault, though certain pyre troll behaviors clearly presage such an attack. As when intimidating territorial rivals in their arid home environment, pyre trolls raise themselves to their full height, puff out their chests, and issue an ear-popping roar while letting flaming bile run over their tongues and dribble from their cavernous mouths. A most disconcerting sight, to be sure.

For all these limitations, there is no denying that pyre trolls are effective frontline weapons. Employed by trollkin war leaders, pyre trolls proved themselves an asset in the many skirmishes along the Hawksmire River, defending kriels from countless enemy incursions. A little creative thinking has led to their particularly effective deployment in several cases. The most famous and recent example was the battle to liberate Ternon Crag from the occupying skorne forces in the summer of 607 AR.

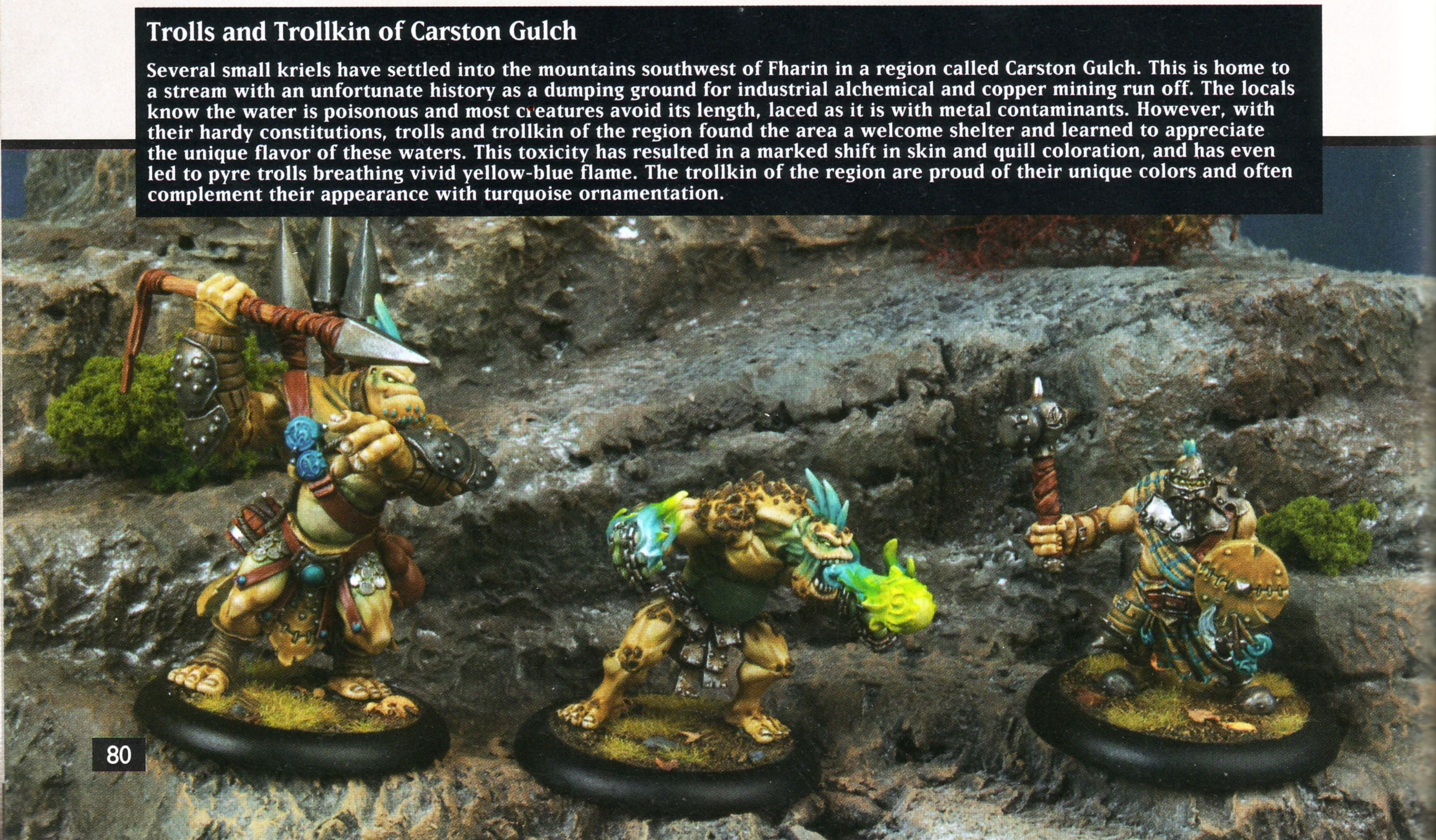
Setting the largest part of her pyre troll contingent to a direct attack on skorne forces in the town, Grissel and Grim Angus led the larger part of their force to attack the town from each side in a pincer movement. Taking full advantage of the confusion and veiling smoke generated by the pyre trolls' raucous and fiery distraction, they managed to surprise the skorne forces and surround them. Blocking the movements of the skorne with crude wooden barricades formed from available materials, the trollkin directed the pyre trolls to assail the skorne, trapping them within what can best be described as a flaming corral. In the confusion, Grim Angus led a contingent of trollkin warriors to free the trollkin captives within the town.

The offensive itself was swift, ending nearly as quickly as it had begun, but the pyre trolls proved their worth. The attack encouraged the skorne to vacate the town and resulted in the rescue of a number of trollkin who had been dwelling on the outskirts. Later attacks disrupted skorne supply lines and forced the invaders to divert military resources and devote precious time handling the situation.

Since they first entered the fold, pyre trolls have spread to lands far and wide alongside their trollblood kin under the command of various warlocks. They may be found kept at the ready in many kriels; these hyperactive beasts seldom stop or rest, save when sunning themselves upon rocks. Certainly their presence in a kriel can be troublesome at times, even for the most solidarity-minded trollkin, but despite this, the pyre trolls have earned their place and recognition. As any trollkin will tell you, for all their faults, they have the blood of trolls in their veins. Above all, pyre trolls are kin. So long as they prove their worth bringing fiery ruin upon the enemies of the united kriels, they will find food and shelter—which is all most trolls desire.

Trolls and Trollkin of Carston Gulch

Several small kriels have settled into the mountains southwest of Fharin in a region called Carston Gulch. This is home to a stream with an unfortunate history as a dumping ground for industrial alchemical and copper mining run off. The locals know the water is poisonous and most creatures avoid its length, laced as it is with metal contaminants. However, with their hardy constitutions, trolls and trollkin of the region found the area a welcome shelter and learned to appreciate the unique flavor of these waters. This toxicity has resulted in a marked shift in skin and quill coloration, and has even led to pyre trolls breathing vivid yellow-blue flame. The trollkin of the region are proud of their unique colors and often complement their appearance with turquoise ornamentation.



Pyre Troll Tactics

By David Boeren

The Pyre Troll is a veritable Swiss army knife of warbeasts. When you first see its undersized model or its POW11 claws, you might be unimpressed—but take another look. In fact, the Pyre Troll has the ability to fill so many roles that it is a valuable addition to nearly any Trollblood list.

Renaissance Troll

One of the first ways most players use a Pyre is as a Dire Troll Jr. And why not? Its Flaming Fists animus is virtually the equal of Rage, and as the Pyre Troll is the cheapest beast in the Trollblood stable the swap frees up a lot of points. A Pyre won't tear it up in melee like a Dire would, but it supports an army at least as well as one, and its animus works on Minions where Rage does not.

The Pyre Troll is also useful at range. Unlike the Impaler, it possesses no Critical Slam, but its Critical Fire and AOE can come in handy against enemy infantry. My Paingivers have learned the hard way to give the Pyre a wide berth.

The Pyre Troll's Flame ability works to keep it safe from enemy infantry and makes it a pain to deal with; few models want to set themselves on fire voluntarily. Although the Pyre Troll's POW is not impressive, it does get two attacks, and it is strong enough that the POW doesn't matter much when fighting most single-wound troops.

Basically, a Pyre does part of what a Dire Troll does and part of what an Impaler does, has a defensive ability somewhat like a Winter's, and can almost provide the anti-infantry of an Axer. When you can't afford all those guys, consider taking a Pyre Troll—possibly the hardest working Troll in the game.

So Many Tasks, So Little Time

One challenge of fielding the Pyre Troll is that it can do so many things that deciding what it should do each turn can be hard. You don't want to get it destroyed by putting it too far forward to take AOE shots. It does not have the range of the Impaler, and you want access to all its abilities in the mid- to late game when they really matter the most. Hold it back until the first wave hits and let it move around in the backfield, shooting or maybe doing two-hand throws or slams if a good opportunity presents itself. If the Pyre Troll needs to be close to the front line, activate Flame to help protect it. If you do expose it, it is always better to let it be attacked by troops or solos, where the Fire will be a major threat, than to let it face an enemy beast that does not risk dying by taking Flame. Put the animus where it is needed, keep lobbing shots, and look for chances to attack outlying models, but keep the Pyre Troll away from the main melee.

Burnin' Love

- Flaming Fists works wonderfully on Champions, and if you have a warlock with decent Fury, you can get it to most of the unit. The unit's amazing MAT will yield a better chance of a Critical, assuming they don't just demolish their target outright.
- Since it works on Minions, the Totem Hunter is often a popular target for Flaming Fists. However, why stop there? Now that Minion warbeasts are available (and Trolls have access to the best selection), using Flaming Fists on these new models is one of the few ways you can really add to their offensive potential.
- Any sort of melee beasts work well alongside the Pyre Troll. The more attacks they have, the stronger the benefit from the Troll's animus. The same goes for melee-oriented warlocks. I can hardly imagine Borka without a Pyre Troll, and Madrak in either form is an excellent match as well.
- If your warlock has gotten himself overexposed, it may be worth activating Flame and using the Pyre to protect him. Fire will kill most troops that try to get through a Pyre Troll, and it may just be enough to keep your warlock alive.
- Units with Combined Melee Attack (like Kriel Warriors) make good subjects for Pyre Troll's animus because you need put it only on the model making the attack. So much the better if you field Grissel for an extra attack.

Painting the Pyre Troll

Pyre Troll of Carston Gulch

By Todd Arrington

What You'll Need:

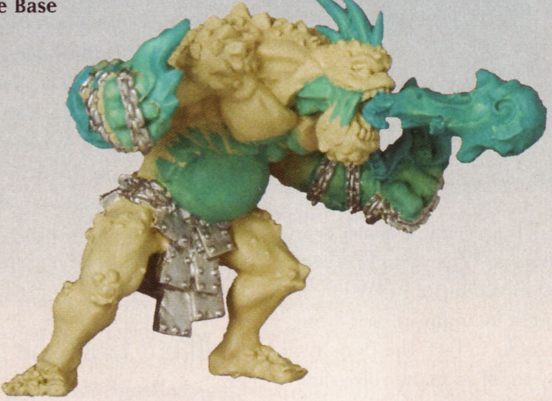
- ■ Arcane Blue
- ■ Armor Wash
- ■ Battlefield Brown
- ■ Bloodtracker Brown
- ■ Cygnus Yellow
- ■ Exile Blue
- ■ Frostbite
- ■ Gun Corps Brown
- ■ Matte Medium
- ■ Menoth White Base
- ■ Menoth White Highlight
- ■ Morrow White
- ■ Pig Iron
- ■ Quick Silver
- ■ Ryn Flesh
- ■ Turquoise Ink
- ■ Yellow Ink

Basecoat

Basecoat the skin Menoth White Base on the majority of the skin as you see fit. Basecoat the remaining area with an equal mix of Menoth White Base and Arcane Blue. Basecoat the quills and the flames with Arcane Blue. Basecoat the steel portions with Pig Iron.

Colors Used:

Skin: Arcane Blue, Menoth White Base
Quills and Flame: Arcane Blue
Steel: Pig Iron

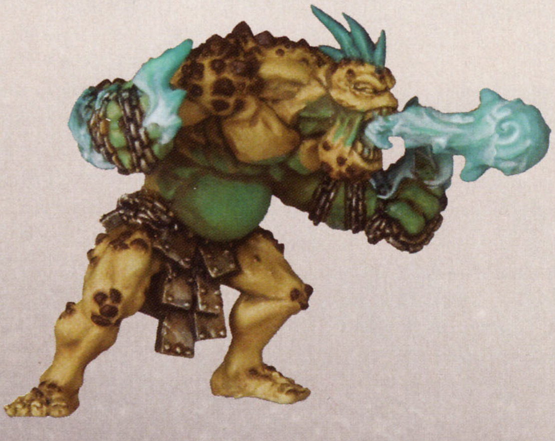


Shading

Apply Battlefield Brown to the rocky portions of the Pyre Troll's skin. Wash the quills with an equal mix of Arcane Blue and Exile Blue. Wash the skin with a mix of Gun Corps Brown, a touch of Menoth White Base and Matte Medium. Optionally, you can add a touch of Exile Blue to the wash for a second wash in the darker and bluer areas. Wash the flames with a mix of half Frostbite and half Menoth White Base, then supplemented with Matte Medium. Wash the steel with a 2:1 mix of Bloodtracker Brown and Armor Wash. Then wash again with a 2:1 mix Exile Blue and Armor Wash. Base the toenails with Gun Corps Brown.

Colors Used:

Rocky Portions: Battlefield Brown
Quills: Arcane Blue, Exile Blue
Skin: Gun Corps Brown, Matte Medium,Menoth White Base (Optional: Exile Blue)
Flames: Frostbite, Matte Medium,Menoth White Base
Steel: Armor Wash, Bloodtracker Brown, Exile Blue
Toenails: Gun Corps Brown



Highlighting

Highlight the skin with a mix of Menoth White Base, Matte Medium, and touch of Gun Corp Brown. Then, highlight again with Menoth White Highlight on the extreme highlighted areas. Mix in a small amount of Arcane Blue in the bluest areas where needed to help meld in the mid tones and highlights. Apply a small amount of Ryn Flesh in the hands and face to provide more warmth in those areas. Lightly drybrush the rocky portions with Menoth White Base. Highlight the quills with Arcane Blue, then Menoth White Base, and finally Menoth White Highlight. Highlight the flames with a mix of Arcane Blue and Frostbite. Apply "hatching" (crisscrossing) on the toenails with Menoth White Highlight.

Colors Used:

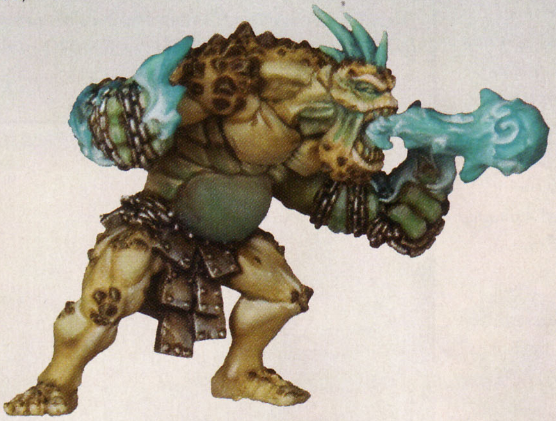
Skin: Arcane Blue, Gun Corp Brown, Matte Medium, Menoth White Base, Menoth White Highlight, Ryn Flesh

Rocky Portions: Menoth White Base

Quills: Arcane Blue, Menoth White Base, Menoth White Highlight

Flames: Arcane Blue, Frostbite

Toenails: Menoth White Highlight



Detailing

Create a glaze with Matte Medium, mixed with a small touch of Yellow Ink and water. Use this glaze to cover all but the "blued skin" areas, including over the rocky portions. Create a different glaze with Matte Medium, mixed with a small touch of Turquoise Ink and water to cover the "blued skin" areas. Detail the flames first with Arcane Blue, then Cygnus Yellow, and finally touches of Morrow White at the extreme edges. Detail the steel edges and rivets with Quick Silver. Basecoat the eyes using Morrow White and then glaze with Yellow Ink. Use more layered hatching of Menoth White Highlight on the toenails.

Colors Used:

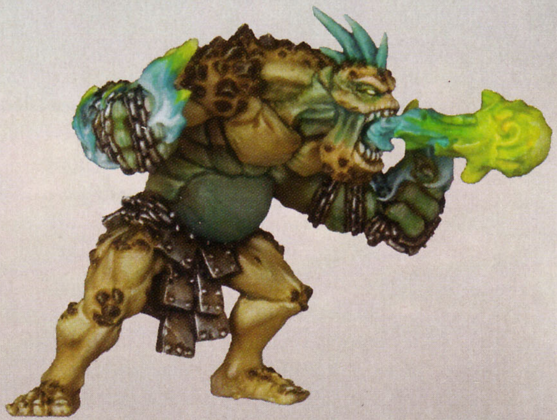
Skin: Matte Medium, Turquoise Ink, Yellow Ink

Flames: Arcane Blue, Cygnus Yellow, Morrow White

Steel: Quick Silver

Eyes: Morrow White, Yellow Ink

Toenails: Menoth White Highlight



Guts & Gears

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By Colin Chapman • Art by Eric Deschamps & Matt Wilson

YEAR OF THE GEAR EXTRA!

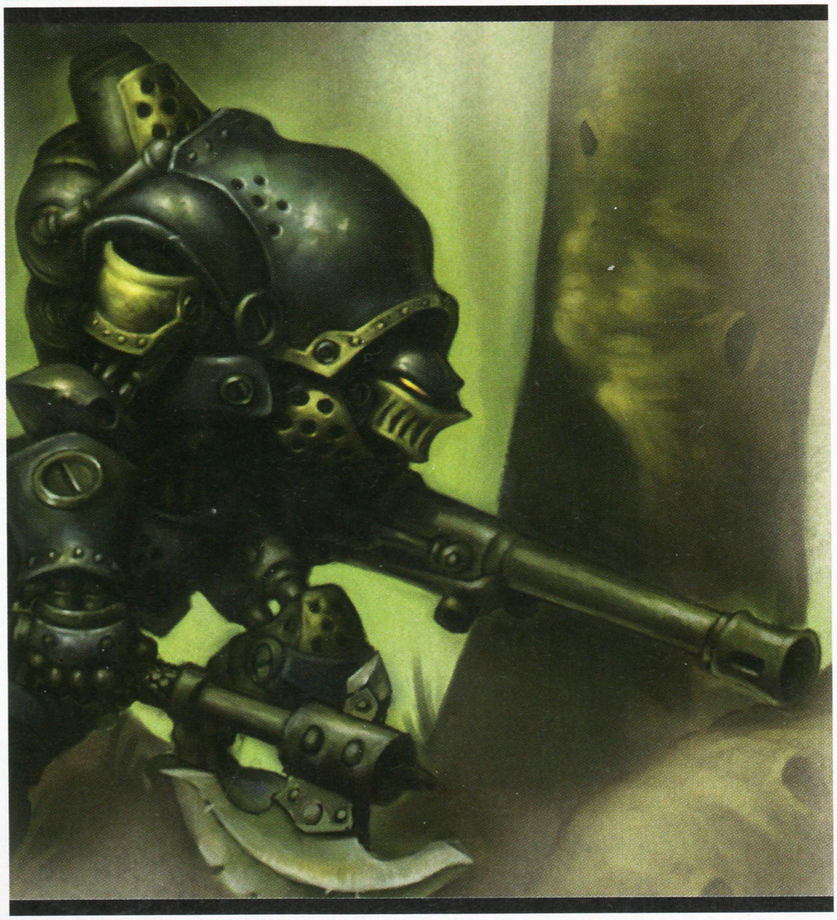
HUNTER

> *"Bear a wary eye the Hunter. You become aware of its reach, then it's already too late. Best then to call for your chief mechanik, and hope to the hells your cortex's still together."*
>
> *—Khadoran kapitan advising a junior officer*

A seemingly intact Khadoran Juggernaut sprawls unmoving, a steel monument staining the air with a column of steam and smoke. Its crimson paint is scarred from countless battles. A number of fist-sized punctures, each surprisingly uniform, dot the fallen bulk's thick armor plating. Beneath the Juggernaut's armor, serious internal damage is evident. Thus is another victim of the Cygnaran Hunter discovered.

Despised by its opponents, the Hunter light warjack is that most specialized of warjacks: a 'jack destroyer, primarily designed and engineered to hunt down and destroy opposing warjacks and other formidable targets. It should surprise few that its design was strongly influenced by that of the brutal heavy warjacks of Khador, reliant as they are on formidable defensive plating.

One key aspect of the Hunter's engineering is its maneuverability and capacity for exploiting difficult terrain such as the Thornwood. The light chassis that constitutes its skeleton was engineered to be fielded with less cumbersome armor than that of previous Cygnaran light 'jacks. This enhances the Hunter's speed, prevents it from bogging down in poor conditions, and bestows the agility needed to evade incoming attacks. Because of these design necessities, the Hunter is fitted with plating only in its most vulnerable locations, with armor coverage elsewhere that is mediocre at best. Additionally, the streamlined armor is carefully molded to the contours of the chassis, reducing the warjack's target silhouette and increasing the ease with which it can navigate difficult environments such as woodlands or swampy ground.



A sterling example of mobile firepower, the Hunter is armed with a precision-made high-velocity Long Arm cannon on its left arm. This cannon forms the core of its anti-warjack effectiveness. The Long Arm is capable of loading and firing ammunition with a disproportionately powerful propellant charge that increases range and muzzle velocity. The power of such charges, coupled with the barrel rifling, provides the Hunter's cannon with remarkable accuracy. The Long Arm's dedicated ammunition further enhances its effectiveness. The shells are among the finest examples of Cygnaran ballistics, crafted from a hardened steel alloy laboriously derived through alchemy and designed with a conical, pointed shape to better pierce armor plating.

The downside of this design is that these shells, fired by the Long Arm's robust propellant charge, punch clean through softer targets. This type of damage is sufficient to kill most enemy soldiers, but such targets are not the Hunter's intended prey.

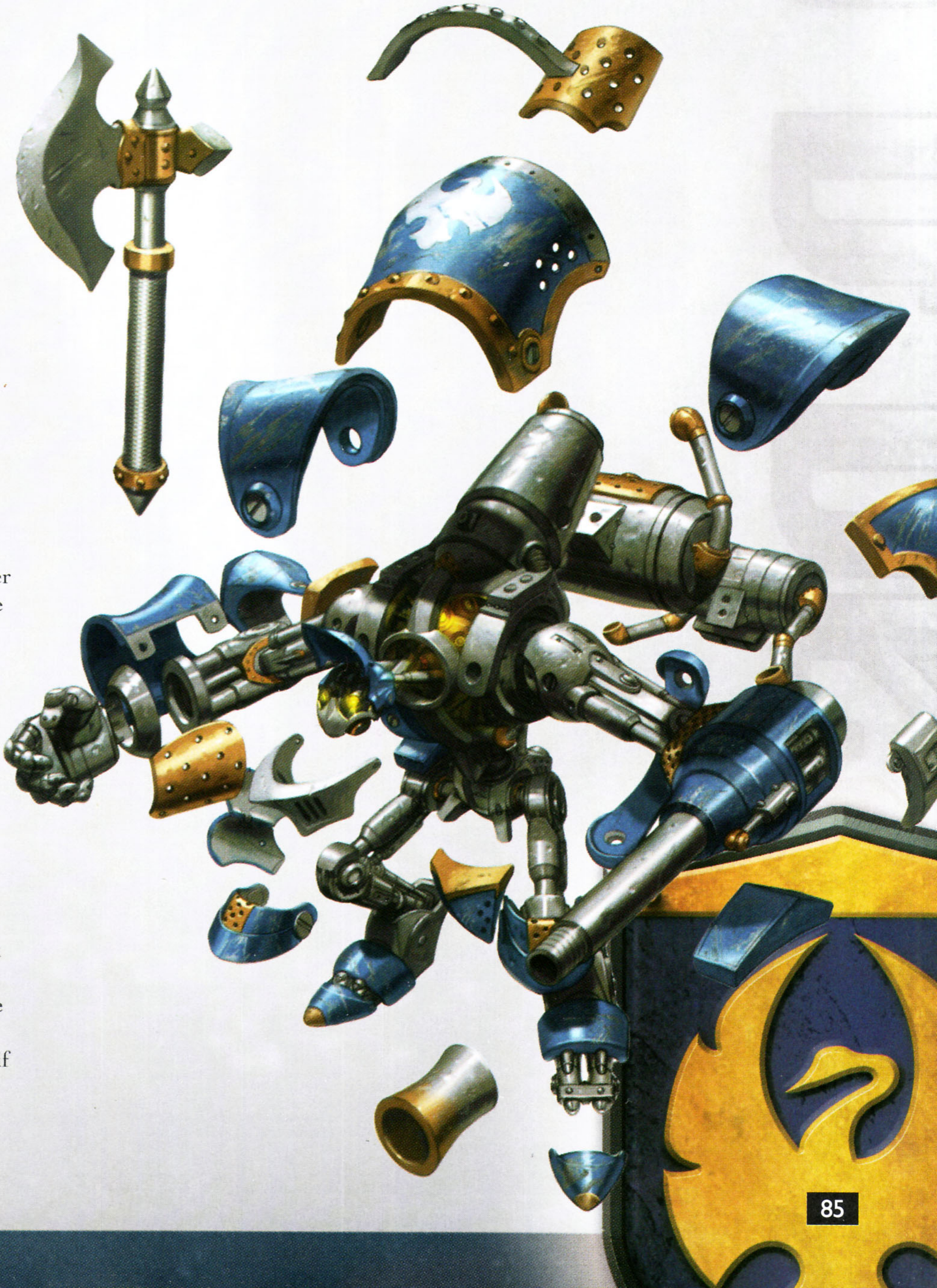
In contrast to the Hunter's complex firing mechanism, the battle axe it wields in its right hand is as simple as it gets. The Hunter's axe can prove useful in melee, however, and it is effective for clearing obstacles, brush, and detritus that it cannot traverse.

The planning and development of the Hunter began early in 595 AR, a scant year into the reign of King Leto Raelthorne. The aims of the warjack's design made it obvious that fulfilling them would be a lengthy and cost-intensive order. Beyond the technical sophistication its Long Arm represented and the precision of its chassis and armor designs, the combat role of the Hunter called for it to operate far from its warcaster. This proved to be a singularly difficult challenge because the exact nature of the range limits between warcaster and 'jack had never been understood or analyzed. This puzzle was complicated by the considerable variance in operational distance from one warcaster to another. Through experimentation with arc nodes and a number of field trials, however, engineers at the Cygnaran Armory eventually developed the Augmented Cortex Receiver (ACR), a device enabling a high-grade cortex to register a warcaster's directives at almost twice the normal distance.

The ACR proved to be an expensive and finicky piece of hardware, borrowing design principles and components from the arc node. Hopes that the ACR could provide a definitive edge against other warjacks were dashed when designers calculated the costs. Not only was the device expensive to fabricate, it was also easily damaged by the jarring impacts of regular 'jack operation. Hunters would require regular maintenance for the hardware to stay functional. This ongoing expense would remain bearable only if the number of Hunters kept active in the field were limited.

In addition to other requisites of the design such as the advanced evasive conditioning necessary for the Hunter to avoid attacks, the calculations required for accurate long-range firing and enhanced terrain mobility required the best cortex available. Thus, the Hunter was fitted with the expensive but versatile arcanum-grade cortex, its only feasible cortex to this day.

Tests with the early Hunter prototypes showed that while it performed admirably, its light chassis and lack of durable armor made it easy to cripple or destroy when it could not evade attack or retaliatory fire. Increasing the thickness and coverage of the armor would diminish the machine's efficiency in its key areas of operation, though, so the mechaniks had to engineer a different solution. They came up with the Hunter's reserve pressure tank, a secondary steam tank that would provide the warjack with a short, temporary boost to its speed. Because rebuilding sufficient pressure after each use took time, the reserve tank was to be used only when the need for a speed boost was critical. The incorporation of a reserve tank required considerable revision of the Hunter's chassis; essentially, the 'jack needed to be rebuilt around the new and necessary device. The finished Hunter warjack was fielded in 603 AR, a full eight years after development had begun.



"The Mire Watch"— 3rd Mixed Borderguard Company

The 3rd Mixed Borderguard Company, known informally as the "Mire Watch," is one of the most successful of several flexible fighting units originally assembled out of Northguard to defend Bloodsmeath Marsh. Comprised of sword knights, storm knights, trenchers, and gun mages, the 3rd also has a proud tradition of assembling some of the most experienced 'jack marshals in the First Army. They work closely with the 9th Field Mechaniks, who service their machines, and both of these companies share a similar color scheme, incorporating shades of brown and tan into both 'jack chassis and uniforms. After the fall of Northguard these companies moved their home base to Point Bourne where they help patrol the Dragon's Tongue River.

Hunter Light Warjack

Always N Large Mechanikal Construct CR 11

Armaments: Large battle axe (right arm), Long Arm Cannon (left arm)

Hit Dice: 12d10+30 (96 HP)

Immunities/Resist: Damage reduction 5/ Serricsteel, steamjack traits, construct traits

Senses: darkvision 60 feet, low light vision

Base Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 21 (-1 Size, +10 Armor, +2 Dexterity), touch 11, flat footed 19

BAB/Grapple: +9/+19

Attack: Large battle axe +14 (2d6+6/x3) or Long Arm Cannon +12 (2d6/19-20x3)

Full Attack: Large battle axe +14/+9 (2d6+6/ x3) or Long Arm Cannon +12 (2d6/19-20x3)

Space/Reach: 10ft. by 10 ft. (10 foot reach)

Saving Throws: Fort +4, Ref +6, Will +4

Abilities: Strength 22, Dexterity 14

Cortex: Arcanum Grade (Intelligence 11, Wisdom 11)

Special Attack: Long Arm Cannon

Special Qualities: Augmented Cortex Receiver (ACR), Enhanced Firing

Long Arm Cannon: Shots fired from the Long Arm Cannon with the recommended armor piercing rounds are treated as quenched serricsteel for the purpose of overcoming damage reduction. This cannon can inflict critical hits on constructs and the threat range for criticals against constructs is doubled as if the Hunter possessed the Improved Critical feat.

Augmented Cortex Receiver (Ex): This equipment doubles the radius under which a warcaster can issue telepathic commands to this warjack or augment this warjack with focus.

Enhanced Firing (Ex): The Dexterity modifier for this 'jack is doubled for the purposes of making ranged attacks.

The Hunter's features combine to make it a true mechanikal triumph, a versatile tool in any warcaster's arsenal. Swift, deft, able to avoid incoming fire, and not apt to run afoul of its surrounding environment, it can be brought to bear with great ease to lend support where it is needed most and respond rapidly to the shifting winds of a skirmish. It is in these short skirmishes and in the role of mobile fire support that the Hunter truly shines, bringing down heavier warjacks and other armored targets before they come close enough to pose a threat. The key to this success is the Hunter's mobility, and Hunters are often employed in patterns of distance fire, retreat, and flank in order to keep them out of danger while they wield their cannons against key targets.

The Hunter has earned an excellent operational record since it was first deployed, exceeding all expectations. To the Khadorans, it has proven itself a most vexing opponent—hard to pin down or strike, difficult for other warjacks to follow or engage across varied terrain, yet more than capable of bringing down heavy warjacks many times its own weight. It was in prewar skirmishes with Khadoran forces in the Thornwood in 603 AR that the Hunter experienced its baptism of fire. The Hunter marked itself an extremely viable threat to other Khadoran units in 604 AR, when war began in earnest; Men-O-War also fell prey to the armor-piercing power of its Long Arm. It has continued this record of efficacy every time it has deployed since, as many Protectorate of Menoth Exemplar Bastions involved in the Sul Campaign of 607 AR might attest were they still alive. Although Cygnar ultimately lost the recent battles of Northguard and Thornwood, the Hunters fielded there performed well, bringing low the likes of Khadoran Uhlans and Helldiver Bonejacks—as well as a few Reaper and Slayer Helljacks, if reports are accurate.

While the Hunter will no doubt continue to serve Cygnar, its greatest legacy may be the Grenadier. At a time when Cygnar is reeling, it needs as many warjacks as it can create, and the Grenadier—a light warjack based on the Hunter's chassis but more durable, cheaper to produce, and thus more readily manufactured and fielded—answers that pressing need. Nonetheless, the Hunter provokes a distinct dread in the enemies of Cygnar, particularly among Khadoran Man-O-War kapitans and warcasters, who recognize in its sleek shape the certain destruction of expensive hardware and hardened men alike.

For all the outstanding mechanikal engineering displayed in the Hunter and all its exemplary service history, Cygnar fields very few of them. The reason is quite simple: Hunters are extremely expensive to produce and maintain, and their ammunition is also costly. In fact, a single Hunter costs more to produce than an arc node–fitted Lancer warjack. Furthermore, because of the unique nature of their hardware, Hunters perform at their optimum only when paired with a warcaster, who of course are uncommon. Sadly, with extended warfare an ever-growing problem, the Hunter's importance and effectiveness have diminished. Its relative fragility and the limitations of its reserve pressure tank make it ill-suited for protracted battles.

HUNTER TACTICS

By David Boeren

Cygnar has always had some great ranged warjacks, and it was just a matter of time before someone over there got the idea to mate one of their best guns with a mobile light warjack body. The result was the Hunter, one of the best ranged 'jacks and beast destroyers in the game.

I've heard a variety of opinions of the Hunter over the years. Most players in my area swear by it, and for a while it was impossible to find a Cygnar army without one or two Hunters along. Others feel the Hunter is too reliant on big targets and that a POW8 gun against small bases is distinctly lacking.

Recent books have also been kind to the Hunter. HORDES introduced four new armies that *must* field big targets of the sort Hunters like to fight, and all of them have at least one unit of medium-based troops. Cavalry and Light Cavalry tempt as well. If you have not given the Hunter a shot because you heard it would not have enough targets to be worthwhile, it might be time to proxy one for a couple of games to see what happens.

Good Hunting

The keys to getting good use out of a Hunter are keeping it out of melee and supplying it with a series of targets. Do not be tempted to Advance Deploy it into a vulnerable position that will get it attacked immediately. Use terrain to help keep it safe, and keep it away from Pathfinder troops when you can. The extra tank can be used to help maintain distance, so the Hunter can get off more shots or relocate if its current position seems to be threatened. If the Hunter is moving instead of aiming, it should be moving away to keep its distance unless it finds itself on an empty flank. Sometimes it's best to consider its safety and run it for a turn so it can take more shots later. It's not terrible in melee, but it *is* pretty fragile. It's easy to lose the gun arm or just keep it continually tied up with troops, and it cannot afford to risk Free Strikes in most instances.

Partnering Up

- Kraye is one of the Hunter's best buddies. Granted light cavalry rules can allow a Hunter to move, fire, move again, and then blow the extra tank for truly amazing mobility. Even a simpler move-forward, fire, move-back combo will significantly enhance a Hunter's range and staying power.
- Any warcaster with Snipe can make the Hunter much more dangerous. Snipe also allows the Hunter to conserve the extra tank until you really need it, instead of blowing it early to reposition or escape an early game threat.
- Most of the time, players don't want to risk giving a 'jack to their Journeyman Warcaster, but the Hunter is ideally suited for this role. First, it almost never demands more than 2 focus (1 each to boost his attack and damage), but more importantly it doubles your control area, which allows the Journeyman to stay somewhere safe while feeding the Hunter his focus.
- Haley's Temporal Barrier is a focus-saving mechanism for the Hunter because it won't need to boost its attack rolls anymore unless it goes for 'caster destruction. Her feat also allows Hunter to take two armor-piercing shots in a single turn and have enough focus to boost damage on both, using TB or just its naturally high RAT to hit the targets.
- Epic Caine's Magic Bullet spell is excellent when you need to take out more than one target, whether multiple warbeasts or just a couple of Trollkin Champions that need some softening up.
- Ironically, the Hunter does not mesh well with most of Cygnar's warjack-oriented casters. Other than Kraye, they tend to be much more in tune with melee warjacks.
- The Hunter is a questionable match with Brisbane, too. Its feat does not stack with armor piercing, and its POW is too low to work well with Explosivo. Use Brisbane with a Defender instead.
- Use Aiyana when you need to take out Menite warjacks under Free Passage.

PAINTING THE CYGNAR HUNTER

Hunter of the 3rd Mixed Borderguard Company

By Rob Strohmeyer

FORMULA P3™

What You'll Need:

- Armor Wash
- Battlefield Brown
- Bloodstone
- Bootstrap Leather
- Cold Steel
- Cygnar Blue Base
- Cygnar Blue Highlight
- Cygnus Yellow
- Exile Blue
- Khador Red Highlight
- Menoth White Highlight
- Molten Bronze
- Morrow White
- Quicksilver
- Radiant Platinum
- Red Ink
- Rucksack Tan
- Thamar Black
- Yellow Ink

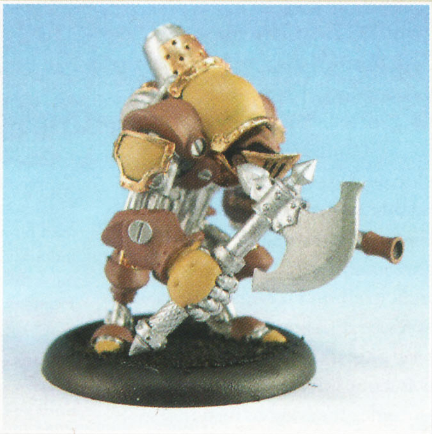
Basecoat

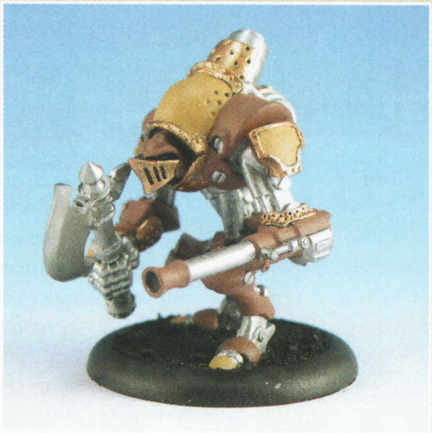
Start with a base of Cold Steel over all the functional metals. Decorative metals receive a basecoat of Molten Bronze. Paint the hull and armor plates in Bootstrap Leather or Rucksack Tan. Fill in areas like the insides of the eyes, vents, and gun barrels with Thamar Black.

Colors Used:

Armor/Hull: Bootstrap Leather, Rucksack Tan

Metals: Cold Steel, Molten Bronze, Thamar Black





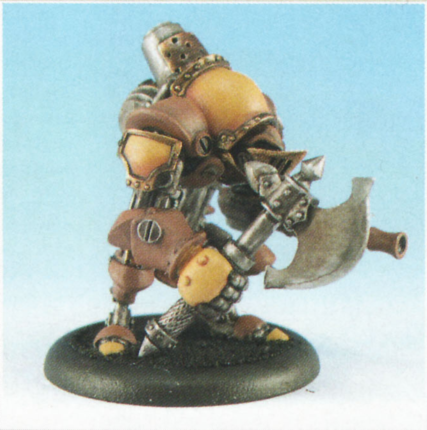
Shading

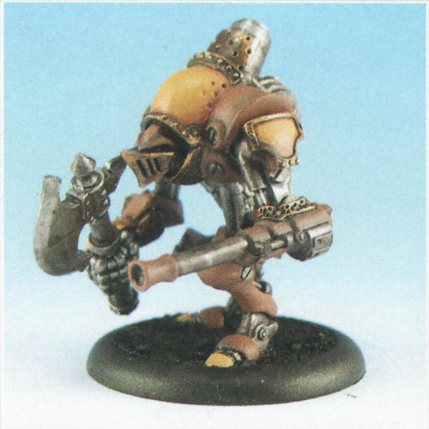
Shade the silver and bronze metals first using Armor Wash. Add a second shade using a 1:1 mix of Armor Wash and Battlefield Brown. The silver metals also receive small washes of Battlefield Brown on the axe blade, around the axe handle, and at the ankles. Shade the armor/hull in two steps. First, shade the Bootstrap Leather areas with Battlefield Brown. Second, shade the Rucksack Tan areas with Bloodstone.

Colors Used:

Armor/Hull: Battlefield Brown, Bloodstone

Metals: Armor Wash, Battlefield Brown





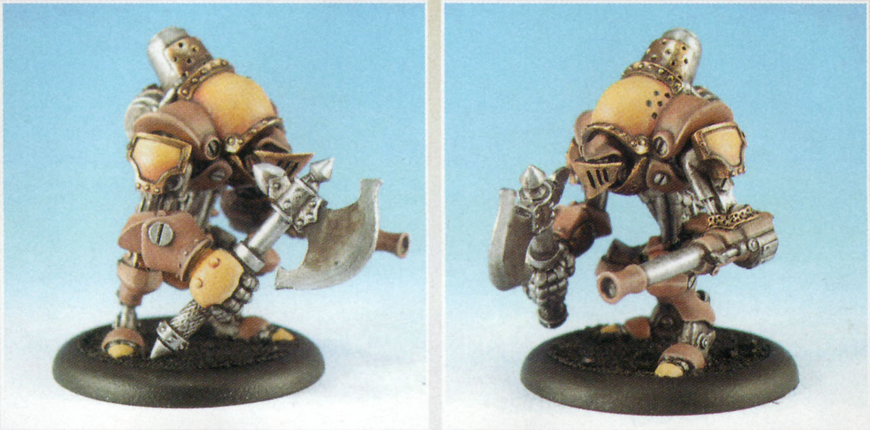
Highlighting

Highlight the metals first. Clean up the silver with highlights of Cold Steel, then with spare highlights of Quicksilver. Highlight the decorative metals with Molten Bronze. The darker armor and hull are highlighted with a mix of Bootstrap Leather and Menoth White Highlight. First apply a mix of about 2:1 Bootstrap Leather to Menoth White Highlight, then highlight again with a mix of about 1:2. Highlight the lighter hull and armor pieces with an equal mix of Rucksack Tan and Menoth White Highlight.

Colors Used:

Armor/Hull: Bootstrap Leather, Menoth White Highlight, Rucksack Tan

Metals: Cold Steel, Molten Bronze, Quicksilver



Detailing

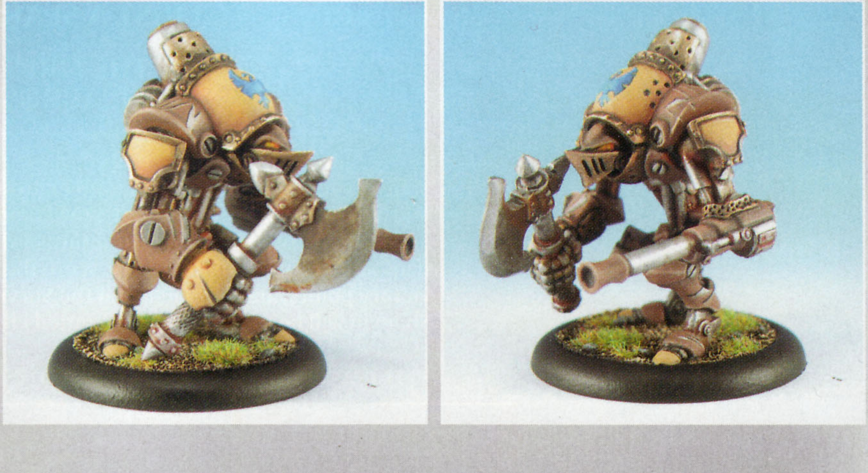
Adding rust to silver lends metals a realistic tinge. To achieve this effect, spot-wash a mix of equal parts Bloodstone, Red Ink, and Yellow Ink and apply to the area rust is desired with a small amount of water. Accentuate bronze with a highlight of Molten Bronze and Radiant Platinum, mixed at a 1:1 ratio. Give the hull and armor some battle damage by adding streaks in Thamar Black. In larger scratched areas, accompany the black with Cold Steel. Finally, highlight the scratches using the Bootstrap Leather/Menoth White Highlight mix or the Rucksack Tan/Menoth White Highlight mix from the previous step. Paint the Cygnus on the hull by hand, using a base of Exile Blue and then lightening the color with layers of Cygnar Blue Base and Cygnar Blue Highlight. To capture the glow of the eyes, apply a basecoat of Morrow White, then Cygnus Yellow, and finally a wash of Khador Red Highlight. Finish the base to your liking.

Colors Used:

Armor/Hull: Battlefield Brown, Bootstrap Leather, Cold Steel, Cygnar Blue Base, Cygnar Blue Highlight, Exile Blue, Menoth White Highlight, Rucksack Tan, Thamar Black

Metals: Bloodstone, Molten Bronze, Radiant Platinum, Red Ink, Yellow Ink

Eyes: Cygnus Yellow, Morrow White, Khador Red Highlight



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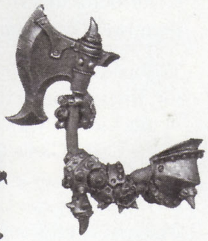

Trollkin Hero
Arm and Axe

Druid of Orboros Overseer
Body

Druid of Orboros Overseer
Cape

Gerlak Slaughterborn
Armor Skirt

Gerlak Slaughterborn
Head

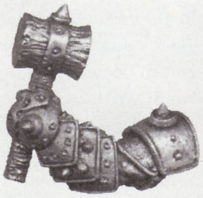
Arcane Tempest Gun Mage Officer
Body

War Dog
Front and Back Torsos

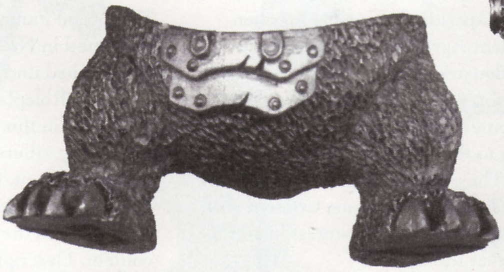
Bloodgorger
Body 1

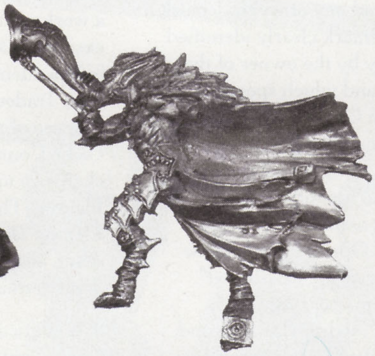
Bloodgorger
Arm and Blade

Bloodgorger
Body 2


Bloodgorger
Arm and Hammer

Brun Cragback
Right Arm and Axe


Lug
Torso and Legs


Strider Musician
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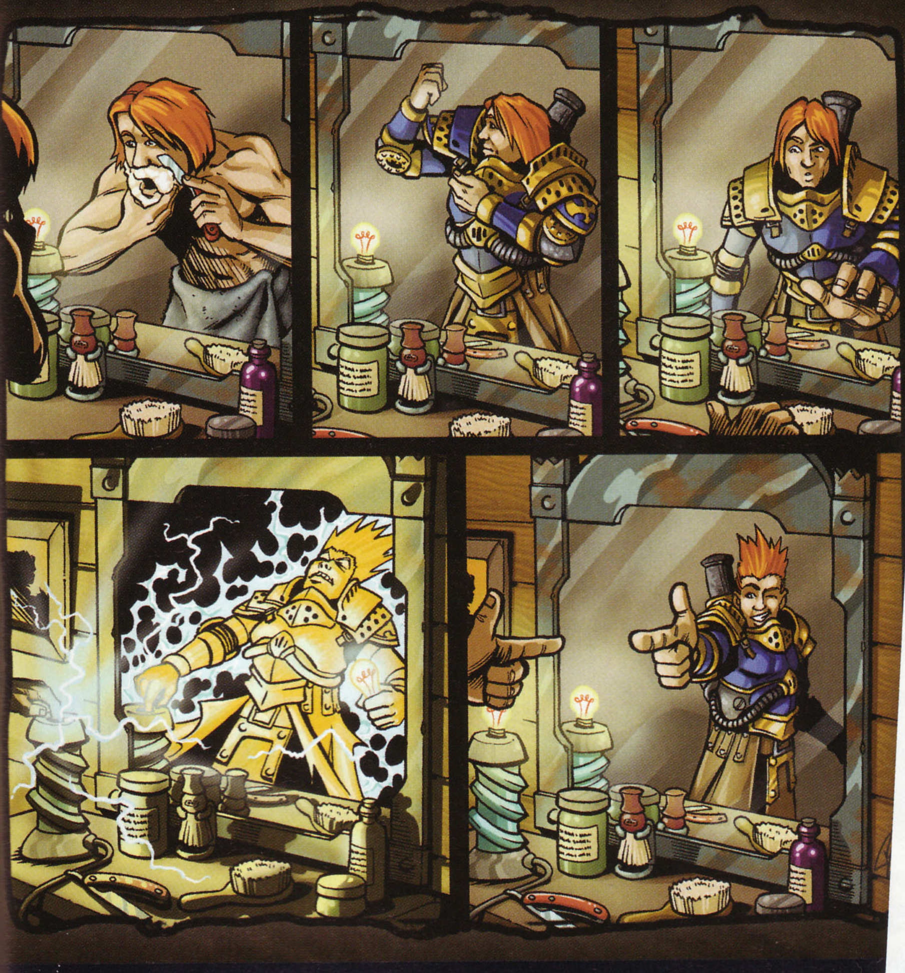
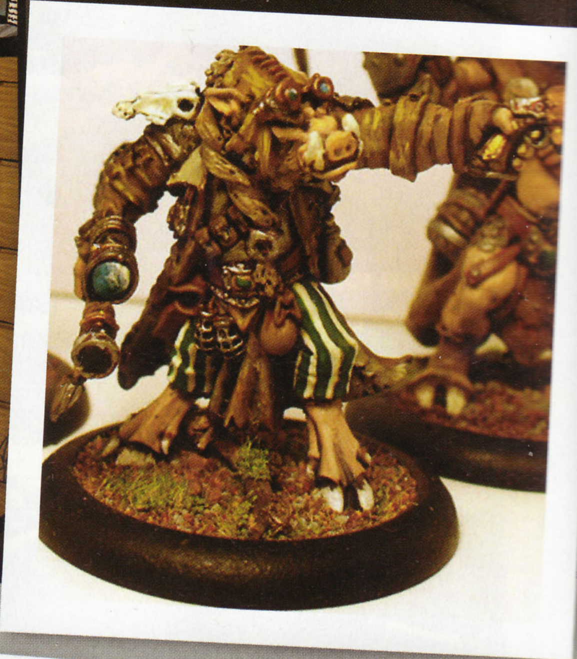
by **Rob Hawkins**

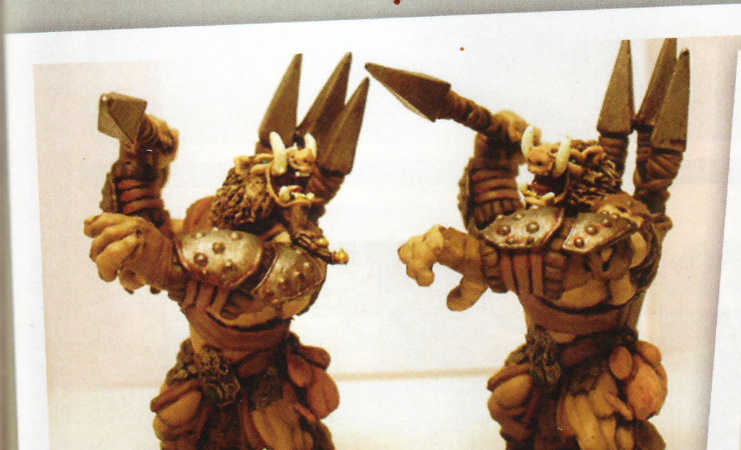


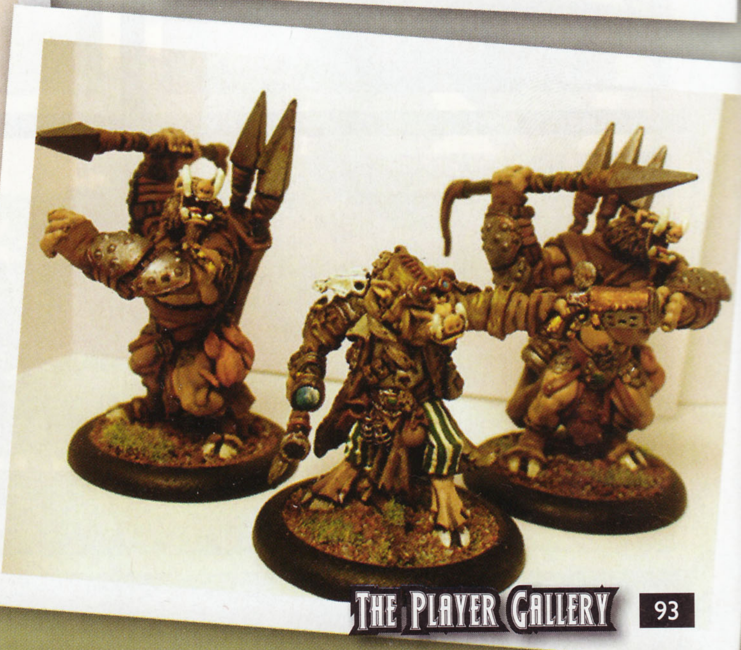
THE PLAYER GALLERY

Here, piggy piggy piggy

Parker Gibson sent us this great conversion using Grim Angus, Troll Impalers, and a bunch of Farrow parts. Plus, bacon!



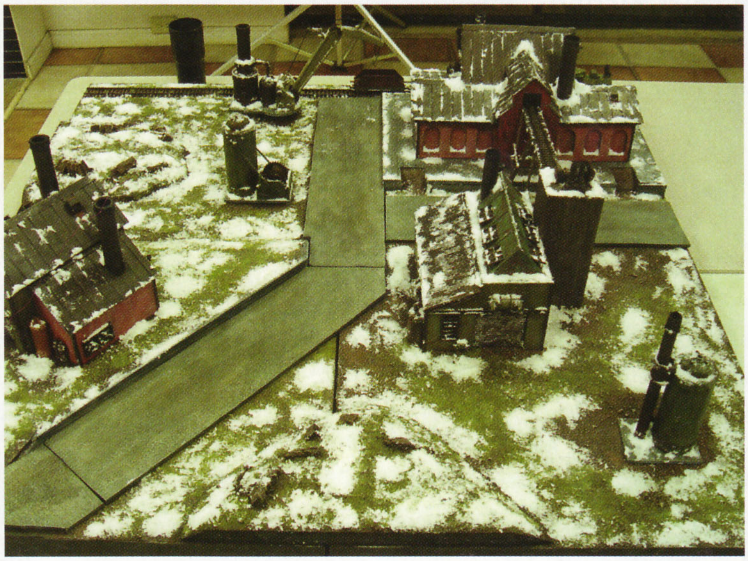


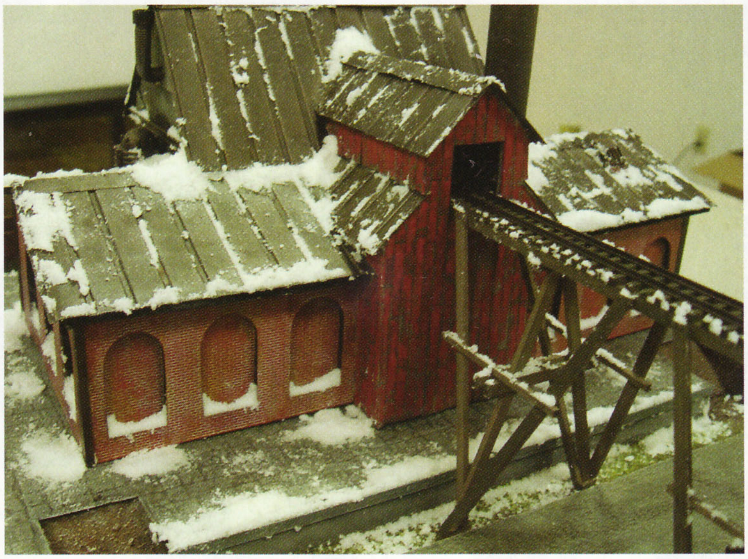


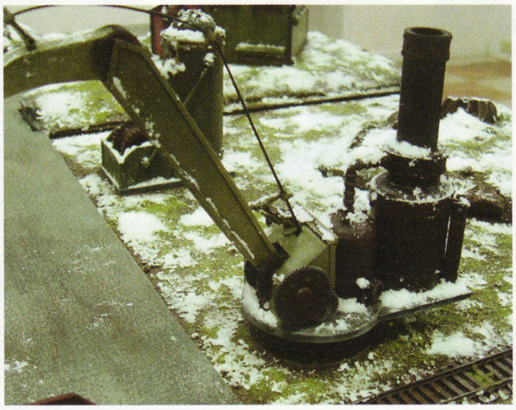
KHADOR RAILWAY STATION

Stepping up to the plate again, Pat Ohta (with help from his assistant Bodger, Dr. Twitch, pictured below) put together another Khador masterpiece. This Railway station looks like it came right out of the frozen steppes. It's the little details that go a long way, including the red, distressed paint and hand-built trains. Well done, Pat and Dr. Twitch!

by ***Pat Ohta (and Special Guest Dr. Twitch)***



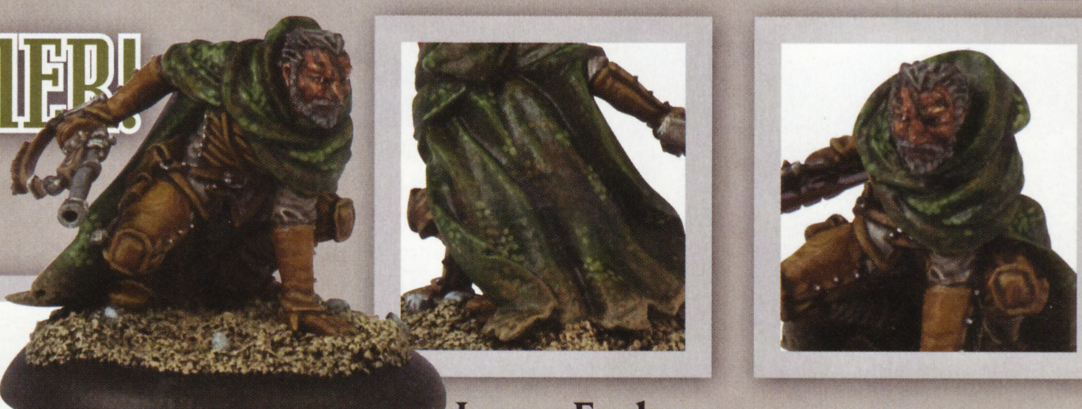




HIDING IN PLAIN SIGHT CHALLENGE

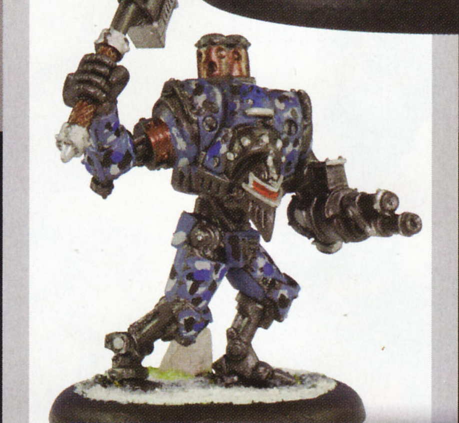
The Painting Challenge of No Quarter #21 was to use the rarest of color schemes in the Iron Kingdoms—camouflage!—or to show a model hiding, sneaking, or otherwise not trying to be seen. We ignored the smartass entries showing empty bases…nice try.

WINNER!



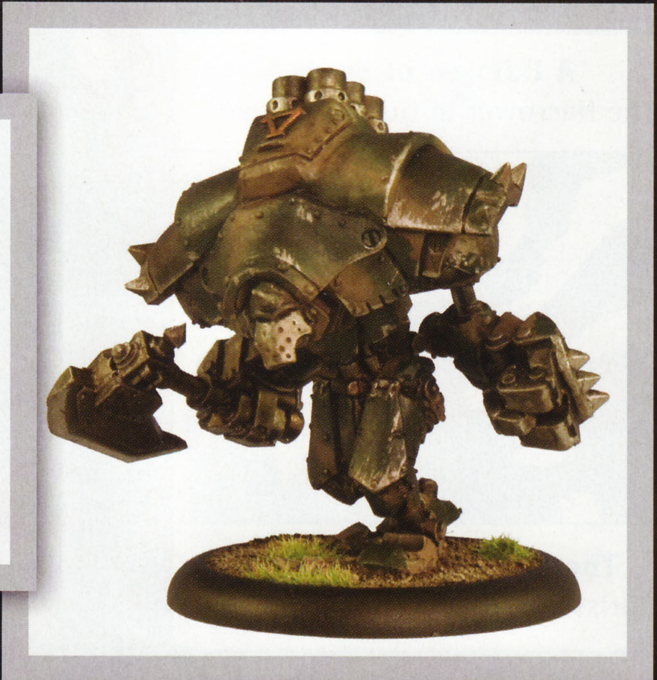
Lavar Fache

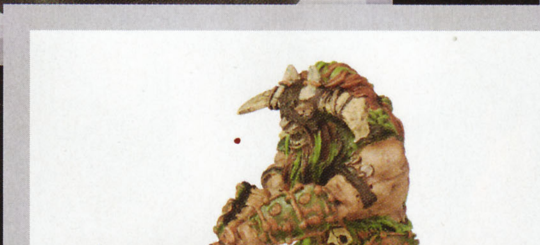
Lavar Fache wins with this great Cygnar Ranger. After all, if someone's going to slink around in camo, it's going to be these guys.



**"Snow Camo"
by Alexander Black**

**"Juggernaut"
by Kurt Austin**





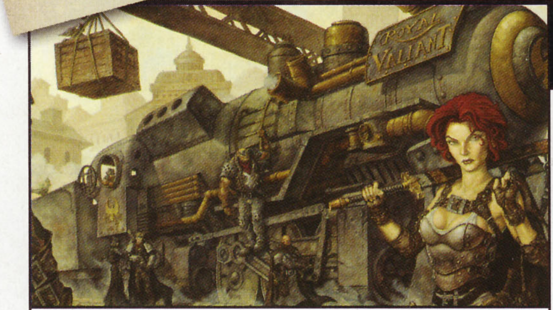
**"Ravager"
by William Henry, Jr.**

HONORABLE MENTIONS

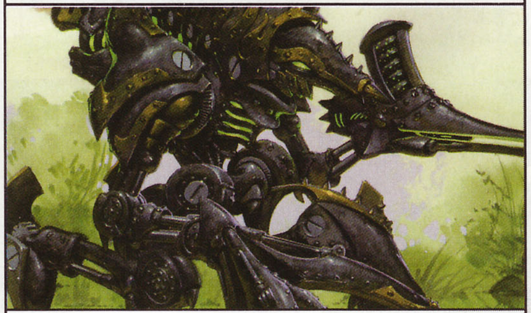
*Check out **page 35** for the next Painting Challenge and see if you can **Paint Like You've Got a Pair!***

THE POOP DECK

IN THE NEXT
NO QUARTER
MAGAZINE



All Abooooard!
Trains and Railroads of the IK



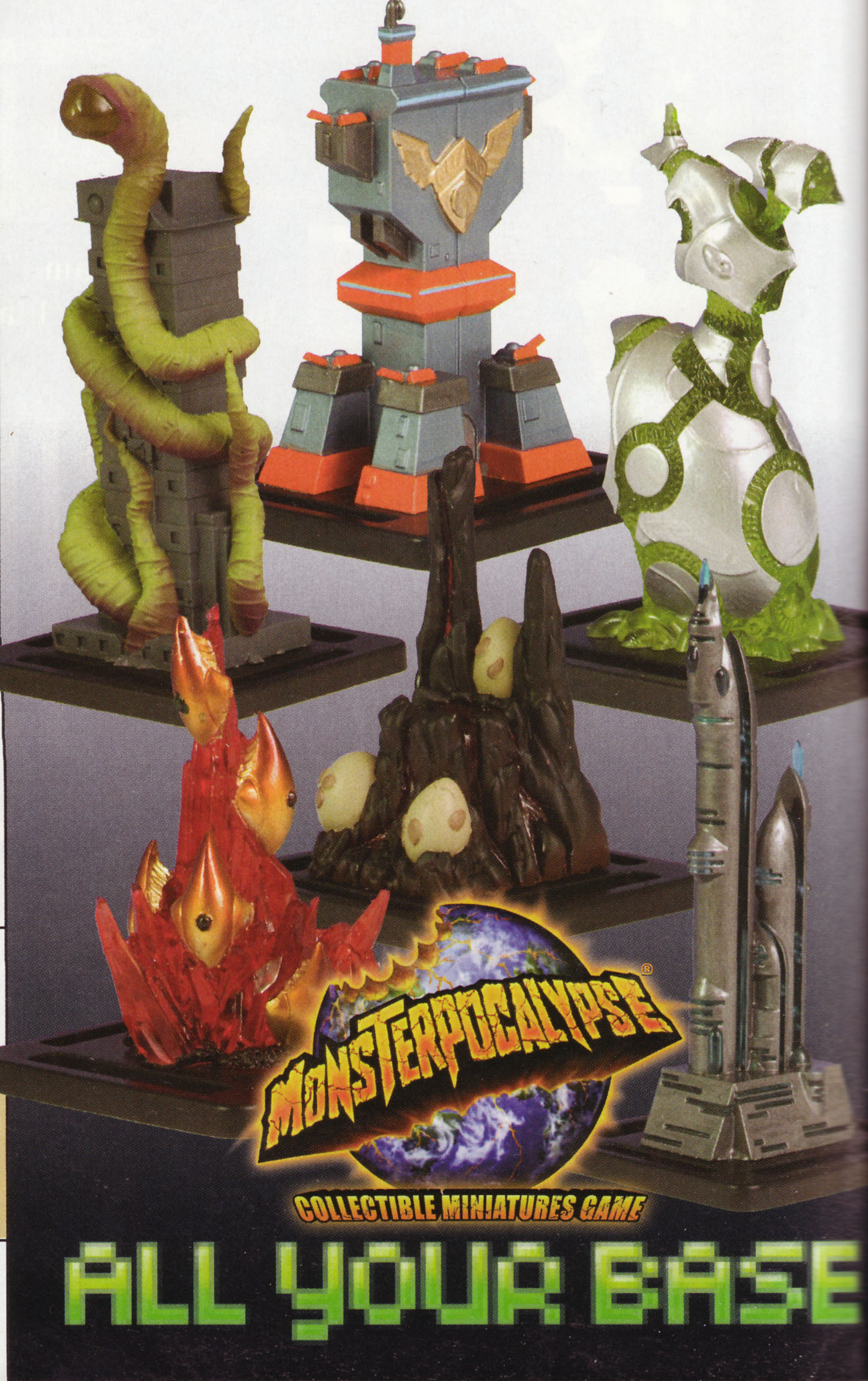
A Harvest of Souls
The Harrower in Guts and Gears

The Sound and the Fury
Grissel in the Gavyn Kyle Files

PLUS, a Cygnar vs. Skorne Battle Report, 'Jack Quirks, and Protectorate of Menoth in Secrets of the Front Line

BUILD 'EM UP, KNOCK 'EM DOWN

Monsterpoclayse players who picked up a copy of the *Series 2: I Chomp NY Strategy Guide* got to see some of the concept art for the buildings coming up in *Series 3: All Your Base*. Now here they are in all their painted glory: G.U.A.R.D. Defense Base, Mt. Terra, Tower of Corruption, Harbinger Comet Shard, Arsia Outpost, and Sun Industries.



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2009 TOUR SCHEDULE

TOUR:
RETALIATION OF THE WILDS
START WEEK: 2/2/09
END WEEK: 3/23/09

TOUR:
COMING SOON! LIBERATION OF UMBREY
START WEEK: 5/18/09
END WEEK: 7/6/09

TOUR:
WAR-TORN FRONTS
START WEEK: 9/14/09
END WEEK: 11/2/09

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